

FEATURE PRESENTATION: VIRTUA FIGHTER 3 NEWSLINE: DEAD OR ALIVE FAR EAST OF EDEN • RIGLORD SAGA 2 COMIX: SUPER STREET FIGHTER II: CAMMY • SAMURAI SHODOWN

# GAME ON! SAGA

THE MAGAZINE OF ELECTRONIC MANGA GAMING

NEWSLINE

FINAL FANTASY VII  
FIGHTING VIPERS  
PSYCHIC FORCE

COMIX

SUPER STREET FIGHTER II: CAMMY  
SAMURAI SHODOWN

VOL. 1, NO. 6  
\$4.95 USA/\$6.50 CAN



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FEATURE PRESENTATION

## VIRTUA FIGHTER 3

GAME ON! SPEAKS TO YU SUZUKI,  
CREATOR OF SEGA'S LATEST

GLAMS: ABOVE AND BEYOND  
A NEW COMPANY GAMES WITH THE CREATOR OF MACROSS

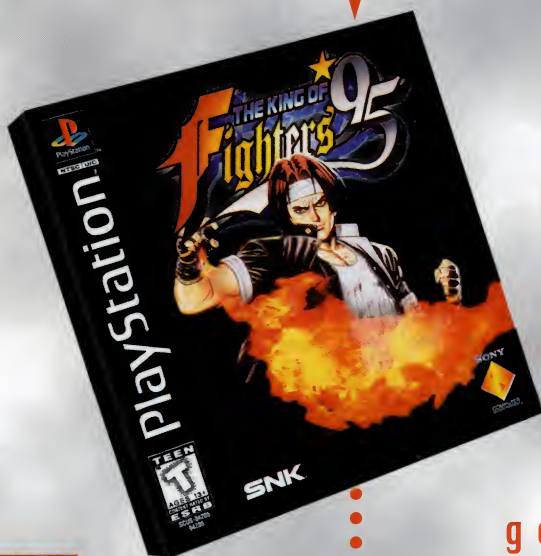
PLUS...

An exclusive interview with Fred Perry, creator of GOLD DIGGER!





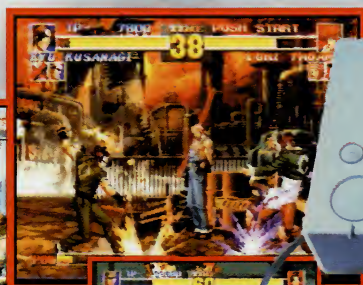
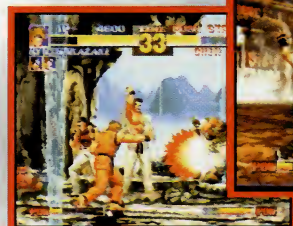
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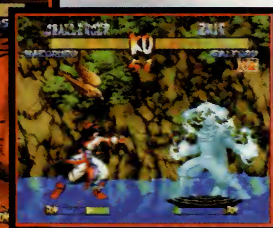
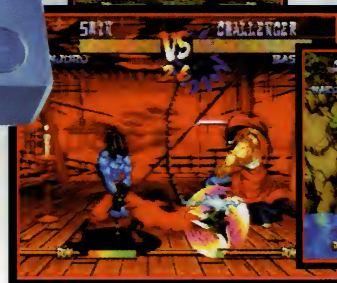
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# FEATURE PRESENTATION



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A dodge button, differing floor heights, even...a Saturn release? A source within Sega talks about the features, technical and historical, of Sega's latest. Exclusive Interview!

### • VIRTUA FIGHTER 3: THE STORY

What have the world's greatest fighters been up to since Virtua Fighter 2?

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Game On! tests the feel of Virtua Fighter 3, a game that plays well even if you lack arcade "muscle."

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# the Gamest Syndrome



Every now and then I realize that we don't print much about the arcades. It's not as if overwork keeps us indoors, hunched over our Saturns and PlayStations and Nintendo 64s 80 hours a week; in fact, most American video game magazines are tilted towards the home angle, despite so many games being arcade ports. Why? For one, there's more to write about. Also, home system reviews carry more weight than arcade reviews; most people are more likely to spend 25 cents on a mediocre-looking arcade game than \$59.95 on a potentially bad CD-ROM. Lastly, arcade games don't always get much publicity; they're pitched at arcade operators, not players.

The exceptions to the "focus on home systems" syndrome are a few specialty magazines, of which the most notable is *Gamest*, which just celebrated its 10th anniversary in Japan. *Gamest* is often considered the über-arcade magazine, and has more text about pulling off combos and surviving shooters than the daily newspaper has about news. Between *Gamest*, *Gamest Ex* (a console side-magazine) and *Gamest Comic* (a supplement with nothing but gaming manga), Japan's arcade scene is very well-covered. In America, there's nothing which unifies the world of players with the world of arcade owners. For every *Virtua Fighter 3*, there are plenty of flops, and games which get no mention in the press.

Irrelevant to game quality, arcades are unique places, like going to the movies compared to renting the video. One factor in arcade-as-hangout, when I was too young and poor to own systems, was that "adventurous" bad arcade feeling, like hanging out underage in pool halls. Our mall arcade was closed down and the doorway walled over when someone was knifed there; another arcade was closed after

some people ran up in broad daylight, carried away a *Street Fighter II* game, and loaded it into a truck. Who cared about street fighting...*this was the real thing!* Ever since I've been old enough to feel safe in American arcades, I've been a little disappointed (though it is still the best way to play *Soul Edge*).

Arcades have two sides, then: the well-lit, high-tech *Gamest* side and the... "other" side. Back from his trip to Japan, *Game On! USA* writer Kit Fox commented extensively on the cool Japanese arcades, where you can get video-game keychain figures in vending machines. (In Japan *Tekken* is nowhere to be seen; *Virtua Fighter 2* is ubiquitous; and Capcom games are slightly more popular.) Simultaneously, writer Raymond Pat returned from Hong Kong. Hong Kong seems more like the arcades I'm used to; Pat described it as smoky and competitive, and told an infamous "man going psycho over *Street Fighter II*" story which I'm sure is on its way to urban legendhood.

Both Hong Kong and Japan are great places to play, in different ways. They have in common that, in both places, games are taken more seriously than here. Maybe that's the audience you need for a magazine like *Gamest*. Until then, we'll continue to focus on home games, like nearly everybody else...though if you go to arcades in San Francisco, you may see Kit, Raymond, Toshi and Your Editor trading blows.

Jason Thompson

Game On! USA  
The Magazine of Electronic Manga Gaming  
Volume 1, Issue 6

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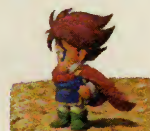
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*Game On! USA*, ISSN 1087-8505, is published monthly by Viz Communications, P.O. Box 77010, San Francisco, CA 94107 (Internet: <http://www.viz.com>). Subscription rates in the U.S.: \$58.00 for one year, \$105.00 for two years. In Canada & Mexico: \$70.00 for one year, \$129.00 for two years. All other countries: \$138.00 for one year, \$251.00 for two years. ALL ORDERS US\$ ONLY! *STREET FIGHTER II: CAMMY* © CAPCOM 1991, 1993, 1994. *SAMURAI SHODOWN* © SNK 1995. SUBSCRIBERS/POSTMASTER: Send address changes to *Game On! USA*, P.O. Box 77010, San Francisco, CA 94107. The Editor welcomes company product information for all video games, comics and video game-related merchandise. Such materials should be addressed to: *Game On! USA*, P.O. Box 77010, San Francisco, CA 94107. ©1996 Viz Communications, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game On! USA* is a trademark of Viz Communications. FALSE GAME TIP OF THE MONTH: In *Virtua Fighter 3*, press Escape, Escape, Escape, Escape, Kick, Escape, Punch, Escape to walk off the arena and drive away in your car, accessing a hidden Model 3 racing game.

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Jay McGavren (*ON! Command*) was struck by tragedy this month...he was forced to spend more repairing his truck than he spent on games. He's now recovering from the resulting nervous breakdown, and is gladly accepting blank checks made out to his importer.



A native of Connecticut and a junior in high school, Chris Kohler (*ON! Command*)'s first work in *GO! USA* was that of Official Cheat Ferret for *Final Fantasy V*. However, he aspires to make a name for himself in the video game world by publishing a review or humor piece, and buttering up *Game On! USA*'s editor. As if his fanzine, *Video Zone* (see Issue #5), wasn't enough!



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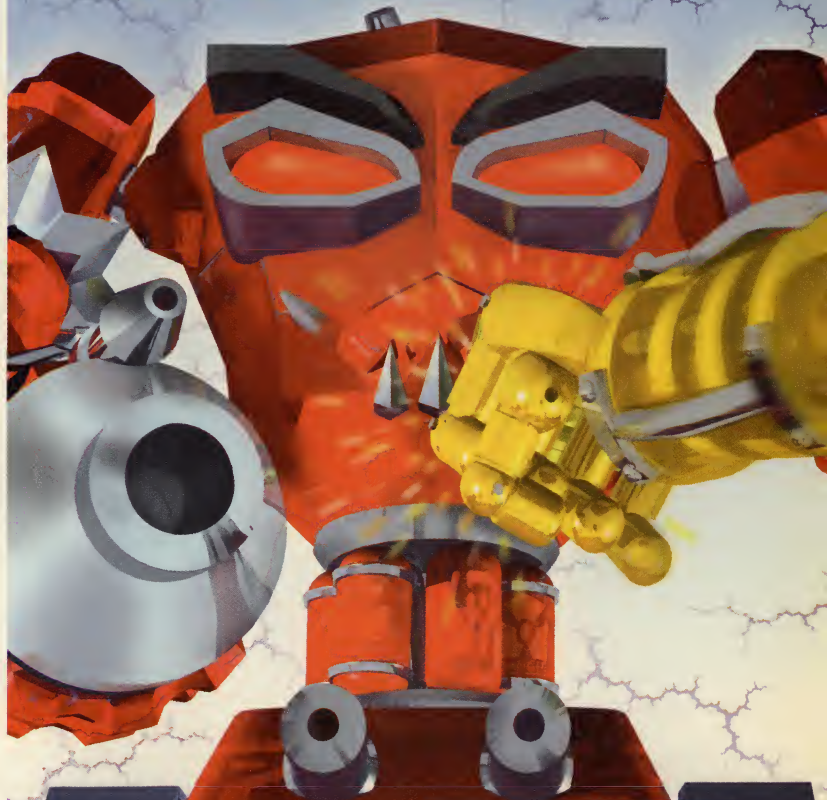
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# NICE PUNCH.

Unfortunately, he has an iron jaw  
(and a rocket launcher).

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Virtua Fighter 3 is made to take 3D fighting games to a new high...and to that sacred sequel number, 3

# Virtuosity

## Virtua Fighter 3: An Inside Source

When it premiered at the AOU arcade show in 1996, all eyes were on *Virtua Fighter 3*. Sega's AM2 development team, under the helm of Yu Suzuki, invented the 3D fighting game genre and captured fans' hearts—particularly in Japan—with the release of *Virtua Fighter* in 1993. The human body had never before been rendered in such detail in realtime, and *Virtua Fighter 2* was an even bigger hit, with VF2 and the slightly modified VF2.1 both simultaneously on the Japanese Arcade Top Ten.

Rumors about *Virtua Fighter 3* ran rampant; one claimed the character who became sumo wrestler Takaarashi would be called "Butcher" instead; others said that Capcom had planned to show *Street Fighter 3* at AOU, but after a quick look at *Virtua Fighter 3*, took the SF3 prototype back to the labs lest its thunder be stolen. Now the game itself is out. How will it do?

Following is an interview with Mr. Nakajima, a source within the AM2 R&D team at Sega. Starting way back on our VF3 timeline, this shows the status it was at in late June.

**Game On!:** We understand there's a fourth button on the *Virtua Fighter 3* arcade unit. What does it do?

**Nakajima:** Its working title is the dodge button. It's a button that allows the character to move forward or back to avoid an attack. Using the dodge button and

the lever allows you to change the variations of your dodges. Not only will you be able to avoid an attack, you'll be able to attack with a counter using this button. In using this button effectively, even first-time players could defeat a *Virtua Fighter 2* expert; even while you're dodging, you can start entering your next attack. Think of it as moving in response to a thrown dodgeball. We're setting it so that if you use the dodge button and the guard button about equally, it's going to be a really good fight.

**Game On!:** Where's the button located relative to the others?

**Nakajima:** Within in-company testing it was next to the kick button, but the final location is still not set. It'll allow you to move on the 3D plane around your opponent.

**Game On!:** How does it compare to the guard button?

**Nakajima:** We've changed the guard button a little bit to work along with the dodge button.

**Game On!:** There have been some changes in attack "levels" (upper, middle, and low). How does this effect gameplay, such as the "undulation" attacks [such as a kick that hits the head first and then the lower body—Ed.]?

**Nakajima:** Basically, attacking low from a point higher than your opponent does more damage. When you take damage, you can slip from a stairway, or fall, etc. Attacks from a higher point will have more advantages, so there might be battles to fight for the higher vantage point.

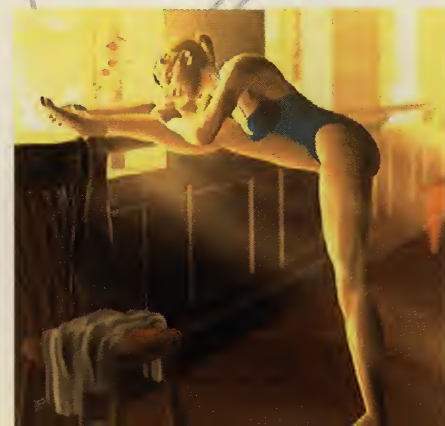
**Game On!:** Wow. Are there any "special effects" you can tell us about?

**Nakajima:** In Jeffrey's stage you'll see the sand move in accordance to the players moving on top of it.

**Game On!:** The stage set-up looks very unique.

**Nakajima:** There are various types of stages in VF3. There are stages with a ring-out on all sides, stages with a wall on all four sides, walls on only parts of the stage, and stages with extreme level differences. For example, there are stages on the roof of a Chinese restaurant, the great wall of China, a library, a platform on the subway, a lone island in the South Pacific...on the southern sea stage, if you "ring out", you fall into the water. The ring's boundaries may not be a straight line. We're hoping that each stage, everybody will have new strategies to play.

**Game On!:** Have you changed the commands from the first two games?





**Nakajima:** In the company test versions, there have been a lot of changes to the existing commands, but there's always the chance that the changes will go back or change further. It's been set up so that when a first-timer inputs a move, it'll compensate for it. For example, jumping when you don't want to jump. It's made the commands a bit easier to input so that the amount of differences between players won't be determined by how well or badly they input commands.

**Game On!:** What about Akira's new super technique?

**Nakajima:** Sorry, can't tell you.

**Game On!:** Are there "afterimage" effects?

**Nakajima:** (*nods*) We've added them. Instead of just making it look cool, we've decided that when you do a really fast-moving technique, you leave an afterimage so you can see what happened. Certain techniques will have this.

**Game On!:** How will the characters' costumes change?

**Nakajima:** Right now, we're having a questionnaire passed around our company. We're even considering a sailor suit for Aoi.

**Game On!:** How did the new character, Aoi, come to be?

**Nakajima:** We wanted to create, in a 3D environ-

ment, a Japanese woman moving in kimono using Japanese martial arts such as aikido-jujitsu. Basically, aikido uses a lot of blocking techniques using the other person's force against them. We wanted to depict that elegance using the graphics.

**Game On!:** Of the *Virtua Fighter 3* characters, which character is the hardest to depict? Why?

**Nakajima:** The movement of Jeffry's muscles and of Aoi's kimono requires a high level of programming...Jeffrey's muscle movement is controlled by software, the "muscular control."

**Game On!:** What do you think will be the hardest part of porting it to the home system?

**Nakajima:** We have no information available for *VF3*'s Saturn release...since the hardware itself's performance is extremely different, when we begin porting it, we have to take only the bare bones from the game, start from there and begin the porting process. How well we can recreate it will determine the porting process.

**Game On!:** Regarding Aoi's Japanese traditional dance moves...how did you decide what to use?



**Nakajima:** We motion-captured a master Japanese traditional dance instructor to develop this, but contractually, we can't name the school that it's based on.

**Game On!:** How did you model the characters' computer graphics?

**Nakajima:** We used a Silicon Graphics workstation using Microsoft SoftImage and Sega's development tools. The 3D model production is by AM2's Virtua Fighter Design Team, with overall director being Yu Suzuki.

## Virtua Fighter 3: The Story

In the second tournament, Akira defeats the previous champion, Lau. Some contestants swear for a rematch, others fulfill their mission, and others go back to their homes with regret and hope in their hearts.

The secret organization that plots to control the world, Judgment Six, strengthens their hold by causing plagues, revolutions and wars.

Even though Akira wins the tournament, he isn't satisfied with his own strength, and strives to

improve himself. One day over a year later, he receives the invitation to the third World Martial Arts Tournament. He senses the strength of his rivals all over the globe, gets permission from his father, and heads out...



### Akira

After defeating Lau, Akira went back home, reported to his father, and trained with him in their dojo until *Virtua Fighter 3*.



### Lau

After winning second place, Lau put his training on hold to help his Chinese restaurant by working as head chef. Now he wants revenge on Akira.



### Jacky

In *VF2* Jacky defeated and rescued Sarah, but from the shock and the brainwashing drugs she lost her memory and left Jacky. When Jacky hears that she joined the tournament, he follows her there to protect her and help her find a cure.



### Kage

In *VF2* Kage rescued his mother, Tsukikage, who had been turned into Dural, only to find that her body was weakening rapidly as an aftereffect. Sneaking back into the organization, he learned that the prototype used in *VF2* was incomplete and only by giving Tsukikage brand new Dural components can she be cured. And the new Dural will be used in the next tournament...



### Jeffry

Jeffry didn't make as much money as he did in *Virtua Fighter*, but took what he had and started to build his own ship. When he runs low on funds before the ship is finished, he decides to enter the next tournament.



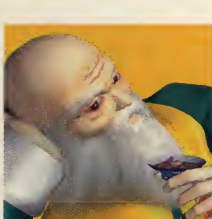
### Pai

Utterly defeated by Lau, Pai realized her father's strength during the battle and began to ponder her reasons for fighting. After the tournament she went back to Hong Kong to train and film her latest action movie.



### Takaarashi

While at a sumo tournament in the U.S., Takaarashi's disciples got into a bar brawl, and to settle the score popular sumo wrestler Takaarashi was forced to fight an American martial arts champion in an underground match. Takaarashi won, but after hearing of the fight his master had no choice but to expel him from sumo. While training in the mountains, he gets an invitation to the tournament.



### Shun

Distracted before his match in *VF2* by a glimpse of a disciple he hadn't seen in years, Shun lost and was unable to find his old disciple afterward. A year later, he sees his disciple's name among the sponsors for the third tournament, and joins to find out why...



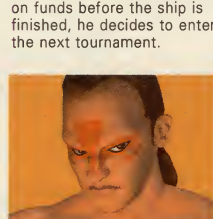
### Aoi

The oldest daughter of a famous dojo in Kyoto, Aoi learned aikijujitsu from her father, a friend of Akira's father, and was Akira's childhood sparring partner. After hearing about Akira's success in the world martial arts tournament, she joins, excited by the thought of fighting Akira again.



### Sarah

An amnesiac after *VF2*, Sarah moved to New York and lived alone until her memory started to come back. When she's training she remembers more, so she realizes she has to fight again.



### Wolf

Completely defeated by Akira, Wolf returned to Canada. There he lived with the Native Americans until, over a year later, he had a dream in which someone stopped the world from being destroyed. His shaman tells him to follow his dream, and Wolf decides to return to the tournament to see it through.



### Lion

Although defeated by Kagamaru, during the fight Lion was surprised by his own inner strength. Upon returning home, he goes back to his previous way of life, but as he grows more powerful and confident he decides to join the next tournament.





## Virtua Fighter 3: The Gameplay

Fresh from playtesting an 80% complete *Virtua Fighter 3*, *Game On!* Editorial Liason and fighting gamer Kiminori Nakamura tells what he thinks of its feel. VF3 costs 200 yen (\$2.00) per play, and is already available at some of Sega's amusement centers.

**Game On! USA:** How does the dodge button effect gameplay? Does each character dodge the same way, or do they have individual moves?

Nakamura: The dodge button is known as the escape button (the "E" button). If you just push the "E" button, the character will move along an axis either deeper into the screen or forward toward the screen, centered on the opponent character. Now, if the opponent hits the "E" button at the same time that you do, and you both push the joystick the same way, you shift in the same direction, as if you're moving sideways. If you push the "E" button and hit the joystick in the opposite direction, the screen will shift 45-60 degrees and re-adjust.

The biggest merit of the escape button is to dodge an enemy attack, but the use of the "E" button is very heavy. If you hit the "E" button after you look at what kind of move the enemy is doing, you *will* get hit. So the latest you could possibly put in the escape command is while the opponent is putting in their attack. But while the "E" button's being executed, you can enter your next move, so the moment you stop avoiding, your next move will come out. Right after you do evasive action, you could have a powerful technique or a combo coming out.

**Game On! USA:** We hear that jumps are lower and faster. Has this effected the jump moves (such as Kage's head attack)?

Nakamura: The characters' weights are calculated and simulated, so there's a lot of variation between the characters. For example, Takaarashi can't jump at all.

Jumping, simply explained, is when the player puts the lever down and then up quickly. This is to avoid people who accidentally hit the "up" button while entering moves. Since there are elevation differences in the stages now, when you attack people while they're down the damage ratio will change.


There'll be a lot of special moves using the jump. For example, Sarah has a new technique called a moonsault, which jumps over the opponent and attacks them from behind. Such techniques are cool, but if you just jump, you open yourself up for an attack, so you should be careful that you don't just sit there and jump for no reason.

**Game On! USA:** The rings are all unique in *Virtua Fighter 3*, and some stages have walls. Can you corner an opponent in *Virtua Fighter 3*, like in *Fighting Vipers* when you keep kicking someone in the air against a wall?

Nakamura: Yes, you can. If you have a wall to your back, you are at a great disadvantage, and the damage rate seems to change.



Some throws only work when the opponent is near a wall. But unlike *Vipers*, walls will probably not break.

In *VF3* one of the improvements they made is the Command A.I. Even if you enter a certain command roughly, the computer will compute what move you were trying to do and actually do the move for you. With this, with the changes in the jumping, and the addition of the "E" button, *Virtua Fighter* will become a game that anyone can enjoy but have a deepness that experienced players will enjoy learning. Up 'till now, the greatest way to win in a game is to learn all the techniques and how fast you can crank them out. But this'll be a game that brings a great equalizer into that, because moves don't have to be exact anymore. It's really come down to who's best at understanding the situation and dealing with the opponent they face. In *VF3* you don't have to be very 'muscular' to defeat a 'muscular' person. You can defeat them with knowledge. 





# Yu Suzuki: AMing for the Top

**O**NCE ALMOST UNKNOWN TO AMERICAN GAMERS, TODAY YU SUZUKI SEEMS TO BE THE NAME ON EVERYONE'S LIPS. IN A BUSINESS WHERE MANY DEVELOPERS ARE CLOAKED IN ANONYMITY AND COMPANY SECRETS, YU SUZUKI, HEAD OF THE AM2 DEVELOPMENT TEAM, HAS BECOME A VOCAL SPOKESMAN FOR HIS GAMES AND THE BIGGEST IDOL OF VIRTUA FIGHTER FANS EVERYWHERE (SAVE POSSIBLY FOR SARAH BRYANT).

AT A MEETING IN JUNE, GAME ON! JAPAN SPOKE WITH THE MASTER OF POLYGONS, ASKING HIM ABOUT LIFE, THE UNIVERSE, AND THOSE LONG VF2 COMBO MOVES.



**Game On!:** Can you tell us how far along *Virtua Fighter 3* is?

**Suzuki:** If it's a question of how much research and development we have to do to finish it, there's no definitive answer. Realistically speaking, there's no end to research and development. Of course, for the actual game, development is going along very well. We're taking into consideration the enjoyment during play, and the amount of thought that goes into the actual playability. Those are the two things we're really aware of.

**Game On!:** This time you announced the new character, Takaarashi [*working name—Ed.*]. Several other games have had sumo wrestlers as their characters. Why did you decide to use a

sumo wrestler for *Virtua Fighter 3*?

**Suzuki:** Well, just because it's in a different game or not doesn't mean it'll show up in *Virtua Fighter 3*. I try not to pay too much attention to other works. Of course, when you do decide to use something that has been done in a different game, you have to make it different from the other ones. I think you won't be disappointed with the interesting character he's going to become.

**Game On!:** In *Virtua Fighter 2*, the new characters were Lion and Shun Di. It was generally said that they weren't very strong characters. How do you think that the general public will react to these two new characters?

**Suzuki:** With Lion and Shun, even before completion, we suspected they would become very strong characters, so we decided to set them a little bit weaker than the other characters. But in actuality, the number of people that could really use them to their full potential were very few, and the previous characters got even more moves than before...so that's why that reaction may have happened. This time, the two new characters will be a little stronger, and the general public's response won't be like it was with Shun and Lion.

**Game On!:** I hear that the computer "learns" the player's attacks, and starts preventing techniques that the player uses often. Does this fit in with your attempt to try to make the gameplay feel really good?

**Suzuki:** In actuality, every single one of my games had that function from the beginning, so I can't really call it a new feature in *Virtua Fighter 3*.

**Game On!:** For instance, in *Space Harrier*, when you're firing at the enemy, sometimes a shot would "track" the enemy [*correcting for the player's near-miss—Ed.*]. Like that?

**Suzuki:** A very small number of the shots will "track" the enemy and hit it, but in actuality, in the game, all the shots are set to track the enemy. But in the game, there's a set percentage of how many shots which track will hit. When you're working with 3D, trying to hit something in a 3D world gets really hard. On a similar note, in *Virtua Racing* the machine is set so that when you're playing in head-to-head mode,





the car in back's performance increases. So that when couples play, a lot of the time the boy will take the lead, and then the girl will win. That kind of fun playability is what we're looking for. With real pro race drivers, everybody has really good techniques and who wins or loses depends on the amount of time they lose doing other things. But in an arcade game, the amount of experience that each player has can vary greatly. You might get, say, an Alan Proust-type of driver playing in one seat, and a first-time player in the other seat.

**Game On!:** If you made it too realistic, there

## People who learn to play the game really well, instead of just winning, want to win beautifully

wouldn't be any competition.

**Suzuki:** Yes. They want realism, they want a simulation, yet they want it to be entertainment first and foremost. Since everyone pays the same amount of money to play, I want everyone to have a good time. This ideology is going to be very important in *Virtua Fighter 3*. In addition to learning to do all the special combinations to get a technique out, players have to learn to do them with the right timing. If not, they won't be able to move forward. Basically, you have to learn to think how to fight; this is an aspect we're pumping up. The basic rules are the same as before, so even first-time beginners will be able to play. But for experienced players, we've left a lot of room for showy moves.

**Game On!:** You mean like Akira's *Virtua Fighter 2* move, the *Hougeki Unshin Soukoshou*?

**Suzuki:** That's right. The amount of damage it causes doesn't even match the amount of work it takes to get the move out, but it's extremely beautiful and it's very speedy. Basically, like rhythmic gymnastics or surfing, it's the kind of thing where even though it's a sport, how elegantly you do it is what's important. People who learn to play the game really well, instead of just winning, want to win beautifully. In this game, increasing your skill level is really important.



The better you get, the better the computer will play against you, so no matter how many times you play, it should be enjoyable. I can't really explain what we're talking about here, but as you get better you'll find out there's more to the game than learning combos.

**Game On!:** In *VF3*, will you no longer be able to move while squatting like you could in *Virtua Fighter 2*?

**Suzuki:** In a lot of games out there, they say it's better if you squat and fight the whole time, but in realistic martial arts, that's not going to happen, and it takes away from the realism of the gameplay. I can't say that squat punches and being able to move while squatting are a very realistic thing, and I can't say it's a very good aspect to the game. Basically, we want players to be able to win using beautiful looking techniques.

**Game On!:** In *Virtua Fighter 2*, Shun and Lion had "axis-changing" move techniques, where you move around the axis plane. What do you plan on this for *Virtua Fighter 3*?

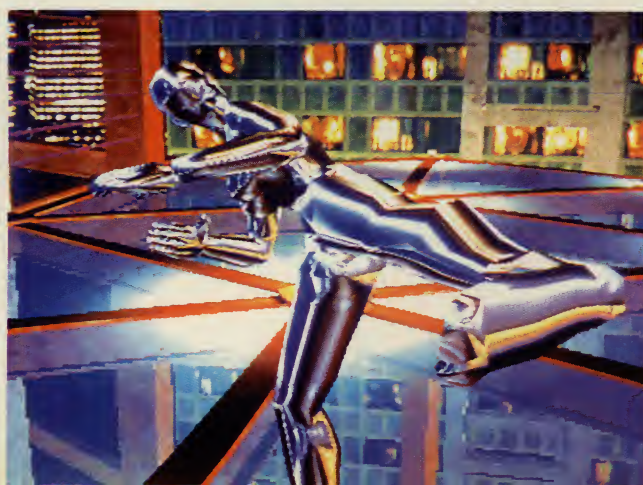
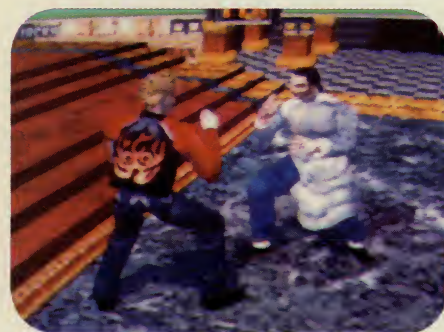
**Suzuki:** Not all characters, but several of the characters, will get these techniques. In *1* and *2* you could basically move forward or backwards; in *3* we'd like to add more of this, but it's still not a full-3D-movement type of game.

**Game On!:** Looking at Jeffrey's stage, I don't see anything like a ring, and Lau's stage appears to be surrounded by a wall. Is the ring-fighting element going to disappear in *Virtua Fighter 3*?

**Suzuki:** It's not going to completely disappear, but it won't be as evident as in *1* and *2*. There won't be as many ring out victories.

**Game On!:** The length of time that you play...how's that going to change?

**Suzuki:** The play time will be one of the options you can change, but it can't really be





	Release Date	Number of Characters	Changes in Technology	Changes in Gameplay
Virtua Fighter	Fourth Quarter 1993	9 (Jacky, Sarah, Akira, Pai, Lau, Kage, Wolf, Jeffry, Dural)	Model 1; First polygon fighting game; 30 fps, over 180,000 polygons per second	First fighting game with Ring Outs and three-button kick-punch-guard controls
Virtua Fighter 2	Fourth Quarter 1994/ First Quarter 1995	11 (Lion, Shun Di)	Model 2; 60 fps; texture mapping; over 300,000 polygons per second	Attack "levels"; higher speed; balance improved; character strengths altered
Virtua Fighter 2.1	Fourth Quarter 1995	no change	Model 2; Slightly new texture maps	Control input made easier; move recovery times altered; character strength altered
Virtua Fighter 3	September 1996	Minimum 13 (?) (Aoi, Takaarashi)	Model 3; "Over 1,000,000 polygons per second"	Elevations added; escape button added; rings changed; A.I. and characters altered



explained in one word. Like the Saturn version, the ring size, the round time, and the amount of damage it takes to win can be changed in the arcade version. But due to the fact that ring outs are a lot less likely to happen, we're considering what options to put into *Virtua Fighter 3*.

**Game On!:** So you're saying that unlike 2D fighting games, the *Virtua Fighter* series can be set to have a shorter play time than other games?

**Suzuki:** Well, that's unavoidable, considering setup costs for the amusement stores. In a normal 2D game you can just switch out the ROM board and get a whole new game—it only costs 2 or 3 hundred thousand yen [about three thousand dollars—Ed.]—but when it comes to *Virtua Fighter*, since everything's custom-made, the price goes up almost ten times. So if you don't shorten the playtime, it's going to be very hard for the arcade owner to get into the black. For an arcade game, you want the users to have fun, but you have to keep in mind that the amusement centers have to worry about income.

**Game On!:** From 1 to 2, the characters' speeds increased. How about this time?

**Suzuki:** The speed should be pretty much similar to 2. And by the way, the speed increase between 1 and 2 was only about 10 percent. So things that were 8 frames, we made 10 frames. If you increase it about 20 percent, it feels as if you've doubled the speed.

**Game On!:** Playing *Virtua Fighter 3* yourself, how do you feel?

**Suzuki:** It doesn't feel rickety, and it's very fun to play. I guess that's about all I can say. Basically, all the aspects are starting to fit together really well. It's like saying, "It really tastes good to drink a cola while eating fried chicken." (grins)

**Game On!:** How do you think *Virtua Fighter* will evolve after this point? Will it become even more realistic?

**Suzuki:** For myself, I'd like to see it get even more realistic. But the question comes out: if it gets even more realistic, will it be a fun game to play? It's really hard to see where the technology is going, but as long as it's a 3D game, being able to play a Jackie Chan- or Bruce Lee-like character in a game and make it cinematic might be the final ideal.



**Game On!:** Do you have any last words for the gameplaying audience?

**Suzuki:** I've been a game designer for a long time. I plan to continually keep making really good games, but in a game like *Virtua Fighter*, there are 50,000 lines of code for the program, so even if I try my hardest, if I make one line of mistakes it'll be completely useless. So until it's finally done, you don't know if it'll be a good game or not. Had this been the first game I've ever written, I could say whatever I want with it, but I promise not to disappoint all the people who've loved the *Virtua Fighter* series up till now. Please look forward to it. 95





# The Virtua Fighter Phenomenon

If you can gauge a game's success by its tie-ins, Virtua Fighter is an even bigger hit. A sea of Virtua Fighter-related (and AM2-related) material continues to appear, some of it good, some of it unbearably commercial (the Virtua Fighter Kids Java Tea ads), but all of it interesting.



**Virtua Fighter** (American adaptation)

Marvel Comics' **Virtua Fighter** (May 1995) was scheduled to match the Saturn launch. The story squeezed all eight contestants into 24 pages and never had a follow-up, providing only an introduction to the tournament and the basic character histories.



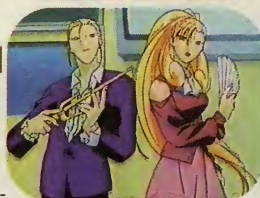
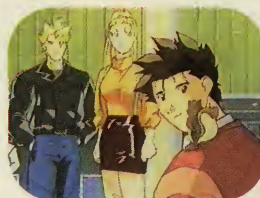
**Virtua Fighter: The Legend of Sarah**

The latest news about this adaptation of Jacky's quest for his sister, by Takahai Matsumoto, is its release as a computer-colored, digital comic in **GameWare Vol.2** for the Sega Saturn. Only Part One of the story has so far appeared on the multimedia **GameWare** disk, but if it's this successful, the whole thing could eventually be released. Matsumoto's story is characterized by realistically sweaty, bloody, knock-down drag-out virtua fights, and an unusually non-invulnerable main character in Jacky. In 1997, Viz Comics will begin to publish the series in English.



**Virtua Fighter CGs**

Many people have heard about, but few have seen, the **Virtua Fighter CG Portrait Series**. Each of the ten separate disks features a character and their theme song, from 1 (Sarah) to 10 (Jeffry), presumably in order of popularity. (Hopefully Jeffry's buff new muscles in **VF3** will bump him up a bit.) These items, nominally only available in Japan, sell for around \$20. What do you get for your money? Four minutes of pop music ostensibly based on **Virtua Fighter**, played either with regular lyrics or in a "karaoke mode," with a little red indicator flashing along the subtitles. You can't adjust the order or the duration in which the portraits are viewed. If what Sega says about **VF3** is true, the biggest contribution of **CG Portrait Series** may be in causing the programmers to make more detailed versions of the characters for **VF3**.



**Virtua TV**

TMS brought it to TV Tokyo late last year...now, rumor has it that an English-dubbed pilot episode of **Virtua Fighter** is being scouted around various American TV broadcasters. The TV show is directed by Hideki Tonokatsu, with character designs by Ryo Tanaka. Still being shown weekly in Japan, **Virtua Fighter** hasn't become a movie yet but as a soap opera/adventure it's rated highly.



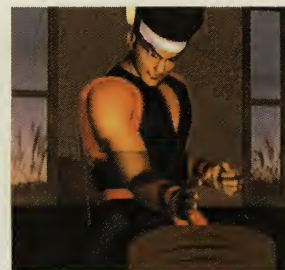
**Tokyo Virtua Story**

One step closer to the game, this *tankobon* (Japanese graphic novel) by Byakuya Shobo Co. Ltd. uses modified screen shots of **Virtua Fighter 2** graphics to tell the entire story. As might be expected, there's a lot of fighting...



**Virtua Fighter**

This roughly TV series-based adaptation by Billy Tachibana incorporates elements from **VF** and **VF2**. Kage is a villain, and all the characters are younger than in the game. Like many other comics, it prominently features Sarah Bryant. Akira is the main character, now granted that common anime/manga comic trait (it happened to Ryu too...) of being a glutton. This adaptation is aimed at a younger audience.





## PlayStation

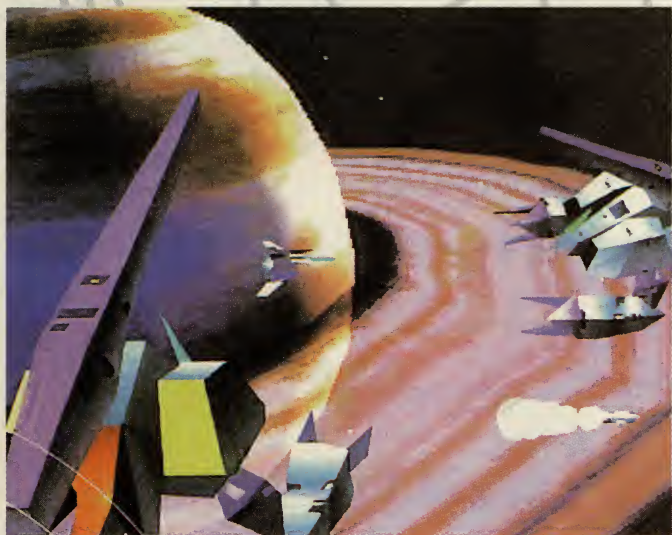
### A SQUARE DEAL

Only the buyers of the first Japanese edition of **Tobal No.1** received the Square preview disk, showing their new PlayStation games—an impressive showing for anyone, least of all first-time 32-bit developers.

#### Final Fantasy VII

Release Date: December (Japan);  
2nd Quarter 1997 (U.S.)

Judging from the playable demo, **Final Fantasy VII** is a game to watch for. The game proves to have a **Resident Evil**-like walking interface, ranging from sweeping polygon factory floors to small, claustrophobic elevators. You can jump and climb (at certain places) and move in and out of the foreground. Just as in old **Final Fantasy** games, in battle the scene zooms in to a rendered fight screen, where you and your foes take turns mowing each other down—with machine guns, grenades and bombs! Finally, the magic sequences are better than ever; the summoning of Leviathan is one of the most awesome rendered scenes ever. The demo plot finds our hero Claude helping Barrett, a freedom fighter, to commit sabotage against the monolithic God Company. It all justifies Square's claims of seeking a "movie-like" game experience.



#### Zauver

Release Date: 1997

Not on the demo disk, this shot shows the upcoming Square shooting game, **Zauver**, a polygon game featuring ships with missile launchers and other weapons, in addition to enormous backgrounds such as this one.

### Sa•Ga Frontier

Release Date: 1997

A new game in the **Romancing Sa•Ga** series, it shares their most memorable feature; you can play the game with any character for a complete, separate story! Square has declined to comment on how many characters are playable, but *have* said it's "more than four or five." Several races are represented: humans, monsters, mecha and demons.



#### Bushido Blade

Release Date: 1997

Square's second fighting game is developed by another new company, Lightweight. A serious, realistic swordfighting game, there's talk that if you're injured in round one your character will be bandaged—and slower—in round two. Get ready to see blood...

#### Final Fantasy Tactics

Release Date: 1997

Quest, the developer of **Ogre Battle**, is contributing to the development of this military simulation RPG set in the **Final Fantasy** universe. Chocobos, blue mages and more are present on 3D battle-grounds with 2D combatants. Your characters can change professions to gain different abilities.





## PlayStation



### Crime Crackers 2

Sony Computer Entertainment  
Release Date: Summer (Japan)

In Japan, one of the first PlayStation titles was, not a racing or fighting game, but **Crime Crackers**, a cute 3D action RPG with a heavy dose of *kawaii* anime characters. You control four

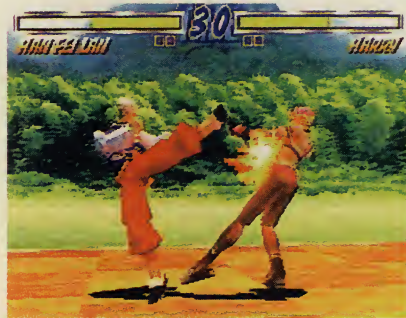
civic-minded girls and their robot and animal companions and charge into battle against evildoing enemy mechs. The game system has been changed slightly from the first game, but still consists mostly of looking at a 3D display or animated sequences. There are also new characters.

### Wildarms

Sony Computer Entertainment  
Release Date: September (Japan)

**Wildarms** is a mix of old and new: a top-view exploration RPG which switches to 3D polygon combat scenes with cute characters. Your characters are wandering adventurer Rhody; Zack, who's training for purposes of revenge; and Cecilia, who's been practicing magic at a citadel.

Choosing one of the three to start with, you'll have a separate opening storyline until you meet up with the others and save the world. After increasing your power reserves you can release the "force" in combat, a special power used for defense or to emit light beams and other attacks. With high levels of "force" you can even bring forth "guardians of the elements", such as a large dragon.



### Shadow Struggle

Banpresto  
Release Date: September (Japan)

A "cyber 3D polygon game," the 60 frames-per-second **Shadow Struggle** uses motion-captured figures but the character designs are by Ryoji Minagawa, an artist known for the

manga **Striker** (Japanese title **Spriggan**). An interesting addition is that you can buy secret techniques with money which you get by winning matches. Eight characters are selectable.

## FROM THE DEAD

### Dead or Alive

Sega Saturn  
Tecmo  
Release Date: December/January (U.S.)

### Tecmo's Deception: Invitation to Darkness

PlayStation  
Tecmo  
Release Date: October 15 (U.S.)

### Monster Rancher

PlayStation  
Tecmo  
Release Date: 4th Quarter 1996 (U.S.)



Tecmo USA, known for **Tecmo Bowl** and the **Ninja Gaiden**, had been quiet recently after finishing the last of their 16-bit games. Now they've announced several 32-bit titles from Japan. **Dead or Alive** is the adaptation of the Summer arcade game featuring Sega's Model 2 board **Ninja Gaiden's** Ryu Hayabusa as one of the characters. Whether it comes out in 1996 or early 1997 may depend on how well it does at the arcades.

**Tecmo's Deception** is the American title for **Kokumekan** (previous American title **Castle of the Damned**). In this one, you play the villain, the master of an ancient manor, who must use traps and monsters to capture and kill trespassers and make sacrifices to your demon-god. Will Sony censor it in the U.S.?



**Monster Rancher** lets you design monsters, combining them into around 80 types, and enter them in tournaments. Playing music CDs on your PlayStation will effect the growth and development of your monsters (so compare that **Do you**

**remember love?** sound-track monster to that **Nine Inch Nails** monster and see which one wins). Also in the works are **Tecmo Thoroughbred Derby** (a 3D horseracing game) for PlayStation, **Tecmo Stackers** (a manga-style puzzle game) for PlayStation and Saturn, several sports titles, and a Nintendo 64 fighting game.





## Saturn

### Gundam Side Story 1 (Gundam Gaiden 1)

Bandai  
Release Date: September (Japan)

Remember

**Gundam** for the PlayStation? Similar but different—for one, it's not set in space—this 3D shooting game is the first of three "chapters" (expect two more games to follow this one). It tells the events of a one-year war, in which you play a pilot in a GM (Gundam Mass Production) suit. The story is set after the Odessa operation, on Earth, where the Federation is still testing the GM's effectiveness.



### Fighting Vipers

Sega  
Release Date: November (U.S.)

American players don't have much longer to wait for the Saturn version of AM2's **Fighting Vipers**. Gourad shading helps make up for the reduced polygon count. There's also the

strangest hidden character ever: Pepsiman, aluminum superhero from Japanese commercials! (We kid you not.) This ultimate product placement, however, only appears in the Japanese version.

### Riglord Saga 2

Sega/Micro Cabin  
Release Date: TBA

A sequel to the game which underwent two name changes in the U.S.—from **Mystaria** to **Blazing Heroes** after TSR complained about the resemblance to their **Mystara** setting—has been announced. Although the game engine is basically the same, Sega promises more and better techniques. There will be over 200 skills (as opposed to 150 in **Riglord Saga**), of which 120 are brand-new, and you can combine techniques to make new ones. The story takes place hundreds of years after events in **Riglord Saga**, which are by now the talk of legend...although players of that game might recognize some of the places in this one.



### Reinos 2

NCS Messiah  
Release Date: November (Japan)

**Battle Suit Reinos** was originally released for the Sega Genesis in both Japan and America, and now has a sequel on the Saturn. In what looks like good ol'-fashioned 2D scrolling mech action you play Reinos, jumping and shooting, against tanks, planes, and enemy robots.



### Tengai Makyo/Far East of Eden: The Apocalypse 4

Hudson Soft/RED  
Release Date: TBA ("sometime in 1996") (Japan)

A combination of top-view RPG and animated comic, the latest **Far East of Eden** has standard (though colorful) top-view settings which switch to first-person POV animated sequences in



battle, pitting you against rat-plants, air elementals, skeletal warriors, etc. Previously, **Far East of Eden** has taken place in the mythical country of Zaping (Japan); now its heroes head to America for more semi-serious, satirical adventure through Alaska, Montana, and (that den of

evil) California. The result looks like **Wild West of Eden**; your characters must face vampires, movie actors, cybernetic car freaks, and a TV-headed businessman, to mention only a few of the enemies indigenous to the U.S.. This is one of those titles where you see more of the character design than the gameplay, which doesn't stop the characters from looking fabulously freaky.



## Nintendo 64

### Dead Ahead

Tomy  
Release Date: 4th Quarter 1997 (U.S.)

Supposedly the first of its type for the Nintendo 64, **Dead Ahead** is a "fighting adventure game" which may appease some of the RPG thirst of Nintendo 64 owners, not to mention having 3D fighting and adventure elements. It's being developed in the U.S. by Optical Entertainment but, in a surprising move, Oba Shinichiro, a Japanese toy and character designer, is contributing the character designs. As such, it has a good chance of being popular in Japan.





## Cels and CD-ROMs

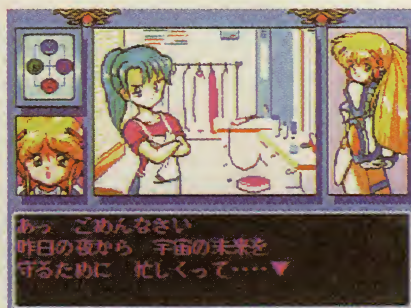
Upcoming Japanese game releases based on anime and manga.



### Galaxy Fraulein Yuna 3 (Yuna SS)

Saturn  
Hudson Soft  
Release Date: TBA

This is the fourth **Yuna** game; there were one PC-FX and two PC Engine games about the blonde interstellar soldier, although this is Yuna's debut on the Saturn. Hudson Soft promises this one will be more of an actual game (a tactical simulation/adventure) and less like a digital comic.



### Dragon Knight

Saturn  
Elf  
Release Date: TBA/1997 (Japan)

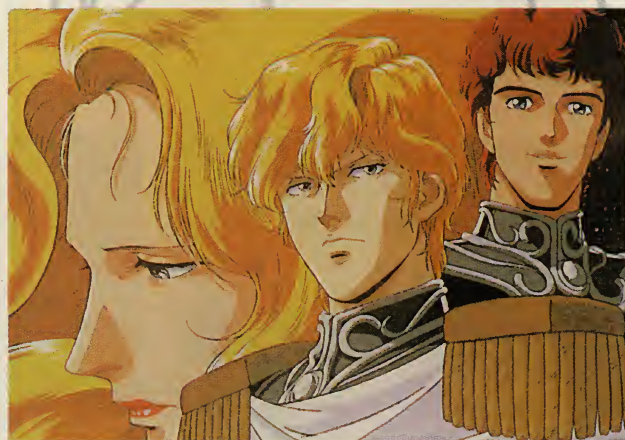
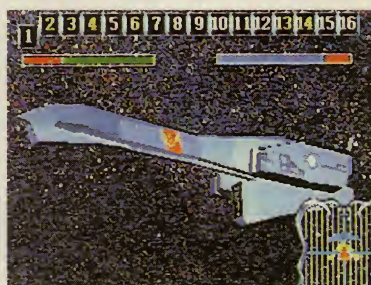
Elf is one of the *least* visible Japanese game companies in America, and may always be, at least until they make something besides the pornographic *etcchi* games which have always been their bread and butter (and made it into the Top Ten in Japan, mind you). **Dragon Knight**, in the earliest production stages, is a 3D RPG, but knowing Elf and as it's based on the racy series released on video in the U.S. by A.D. Vision...don't say we didn't warn you!



### Legend of the Galactic Heroes

Saturn  
Tokuma & Micro Vision  
Release Date: Winter 1996/1997 (Japan)

A more appropriate subject for a military simulation was never seen—**Legend of the Galactic Heroes** is an epic OAV and novel series written by Yoshiki Tanaka. Yang Wenli and Reinhard von Lohengram, the two greatest strategists in the galaxy, and their respective countries match wits in long battles between enormous interstellar fleets. The Brunhilde and other important ships from the series appear in CG sequences, as well as the OAV characters, while the battle format is turn-based and tactical.



### Castle Cagliostro

PlayStation  
Asmik/Tohoku Shinsha  
Release Date: October

It's 17 years since the **Castle Cagliostro** movie featuring Lupin III, the world's greatest thief, came out, but it's still so popular that this three-CD graphical adventure purports to tell the story of what happened *after* the film. Clarice is now queen of Cagliostro; you must adventure through the castle with Lupin to solve a crime. The castle itself (and its surroundings) will be rendered, and animated sequences are superimposed of it when you encounter characters in the story, somewhat as in Trilobyte's **Clandestiny**. Commands are entered via menu bars. The CD can also be used as an information database, as well as a game.



# Arcadeline

Overseas titles that may hit home.



## Super Puzzle Fighter II Turbo

**Super Puzzle Fighter II** is a duel puzzler (*Tetris*-like...of course!) in which commentator-characters not only watch the action; they beat one another up when the game swings in one player's favor. Ryu, Chun Li, Sakura and Ken (from **Street Fighter Alpha**) duel against Morrigan,

Donovan, Felicia and Hsien-Ko (from **Night Warriors**). The strategy is when and how to drop blocks into your opponent's play-field. There are three hidden characters; **Alpha's** Dan and Akuma and Devilot from Capcom's nigh-forgotten **Cyberbots**. Also for Saturn and PlayStation, 1st Quarter 1997.

## Angel Eyes

A 2D, all-girl fighter with eight characters, Tecmo is notably *not* releasing this game in the States. The gameplay is heavy on combo attacks and at least one new feature: homing jumps.



**Angel Eyes** (released this Summer) has a weirdselection of characters, from a Sakura-like sailor-suited girl, to ninja girls, biker girls, and a girl with a stuffed teddy bear which does most of the fighting for her. Seeing the little girl with a volleyball beat up the buff wrestler will probably make this game for some people.

## Dynamite Cop

**Golden Axe** with polygons? Sega's new combat action game—**Diehard** in the U.S.—is almost like a 3D side-scroller, in which you play a polygon-drawn male or female officer (the character designs look similar to **Fighting Vipers**). The controls are a standard joystick and three buttons (punch, kick, and jump). Unfortunately, the basic action is still 2D, not allowing free movement into the foreground or background. As in any good game of the post-fighter era, there are secret moves. Summer release.



## top ten

## Game On! Japan's Top Ten Games

This top ten list is based on sales, overall popularity, and industry expectations compiled by Game On! Japan, one of the leading cross platform game magazines in Japan. The following list appeared in its September 1996 issue.

### #1—Super Mario 64

Nintendo 64/Nintendo/Action

A 3D **Mario** is definitely a break from the past for Nintendo; **SM64** may be hard to control at the beginning, but it's so impressive, it's currently *the* reason to own a Nintendo 64. (Neither **Pilotwings 64** nor **Shogi** even made it into the top twenty when the N64 was released.) But can little kids handle the 3D?

### #2—Hyper Olympic Atlanta

PlayStation/Konami/Sports

This is a surprisingly popular remake of a game that was popular on the NES. The controls are pretty similar to the original game, meaning that people may end up destroying their PlayStation controllers from pounding the buttons...

### #3—King of Fighters '95

PlayStation/SNK/Fighting

In Japan, the Saturn version of this game was out first. Luckily, the load time isn't as bad as it could be; even with the PlayStation's scanty amount of RAM, its double-speed CD drive makes it faster than the Neo-Geo CD version.

### #4—Biohazard

PlayStation/Capcom/'Survival Horror'

In these days of releasing the same game on multiple platforms, it's rare to see a game remain in the charts as long as **Biohazard** (**Resident Evil** in the U.S.) has. Eyes will definitely be on **Biohazard 2**, which shows what a city would be like overrun by zombies...

### #5—Namco Museum Vol.3

PlayStation/Namco/Action

**Ms. Pac-Man** was originally available only in the United States, and Japanese **Pac-Man** fans are enjoying it in this volume. Conversely, upcoming Namco Museum releases feature some games that were fairly obscure in America; it'll be interesting to see how or if they're converted.

### #6—The Great Dragon Ball Z Legend

PlayStation/Bandai/Fighting

### #7—Nights

Sega Saturn/Sega/Action-Adventure

### #8—King's Field III

PlayStation/Ascii/Adventure RPG

### #9—Dragon Ball: The Great Dragon Ball Z Legend

Sega Saturn/Bandai/Fighting

### #10—Fire Emblem

Super Famicom/Nintendo/Simulation RPG



# MANGA

## F E A T U R E S

### Super Street Fighter II: Cammy



#### The story so far...

Street fighter, prototype weapon, undercover secret agent...since being found by Colonel Wolfman without any memory at age 16, Cammy has been a lot of things. And she's been them all for God, Queen and Country, for MI6, the British secret service!

Her latest missions have taken Cammy to trouble spots around the globe. Safeguarding plans for a new weapon, uncovering a traitor in MI6 and busting a brainwashing ring disguised as a fighting tournament have made Cammy rise in MI6 and in the opinion of her colleagues. After Cammy rescues herself from imprisonment in a submarine, captured by Shadowloo, she is rewarded by an even more difficult assignment: a search-and-recover mission into green hell, accompanied by a paratrooper team. But are her comrades willing to work with a 19-year-old secret agent in a leotard? And even though she's already in camouflage, is she ready to face the dangers of the jungle?

Because the jungle holds something that could be the end for Cammy...



**Name:** Kurt

**Identity:** S.A.S. Commando

**Notes:** Young and cocky, Kurt is sure he can handle his mission without Cammy.



**Name:** Henderson

**Identity:** S.A.S. Commando

**Notes:** The stern leader of the group, Henderson knows that in covert ops nothing is as it seems.

### Samurai Shodown

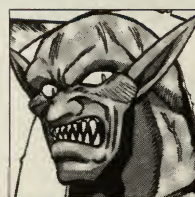


#### The story so far...

1787 Japan—the Tenmei Era—is a time of plague and famine, where ordinary swordsmen can only add to the piles of corpses in the streets. But Nakoruru, Haohmaru and Hanzo are **samurai spirits**! A nature-worshipping Ainu priestess, a samurai with a death wish, and a ninja in the service of the Shogun, they share a common destiny. With Nakoruru's guidance, they fight against the cause of the disaster: evil forces from the supernatural Dark Kingdom, led by the half-human wizard Madou Shiranui.

After intercepting a scroll which contains a pledge by Japan's greatest warlords to attack Edo, the capital, the samurai realize they must prevent the war, which would only add to the carnage. But war will feed the Dark Kingdom, and Madou sends the Shiranui Force—Gen-An and even less human goblins—to recapture the pledge. Forced to aid Madou is Nagiri of Kouga, a misguided ninja whose quest for vengeance against Haohmaru has made her a perfect pawn of evil.

When Madou captures Nakoruru in battle, Haohmaru and Hanzo rush to Kikoku Island to save her. There beside a black lake which stretches all the way to the Dark Kingdom a tumultuous battle begins. So wrapped up in fighting are our heroes that they do not notice the lake waters rippling...



**Name:** Gen-An

**Identity:** The Taloned Fiend

**Notes:** Gen-An eats human flesh and spits poison gas...but he's really a family man!

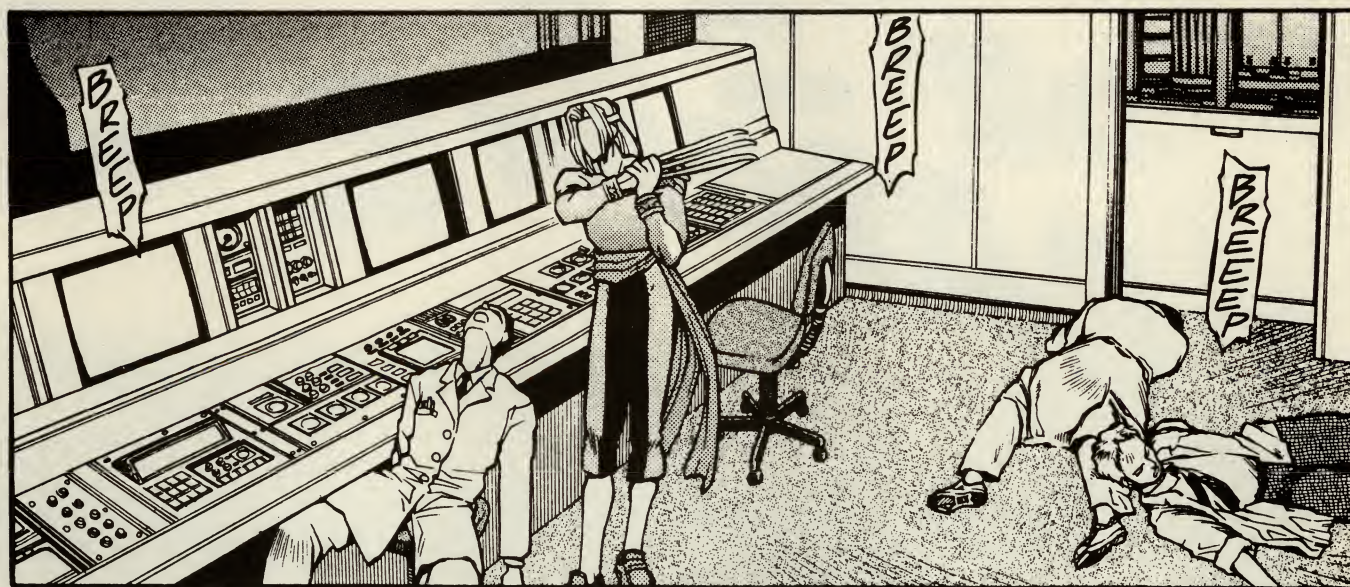
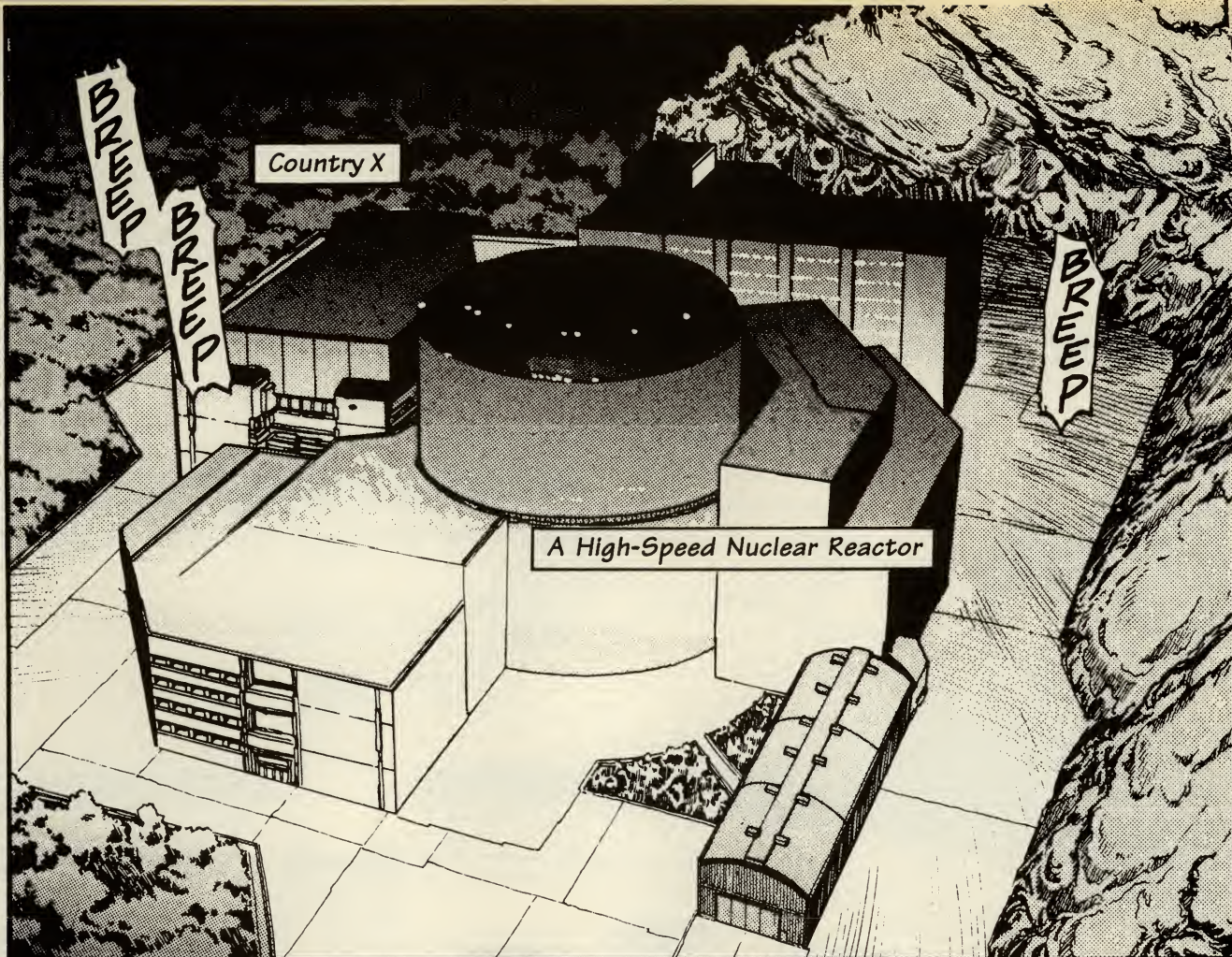


**Name:** Madou Shiranui

**Identity:** Evil Sorcerer

**Notes:** Is he even colder than Gen-An? And what powers are at his beck and call?



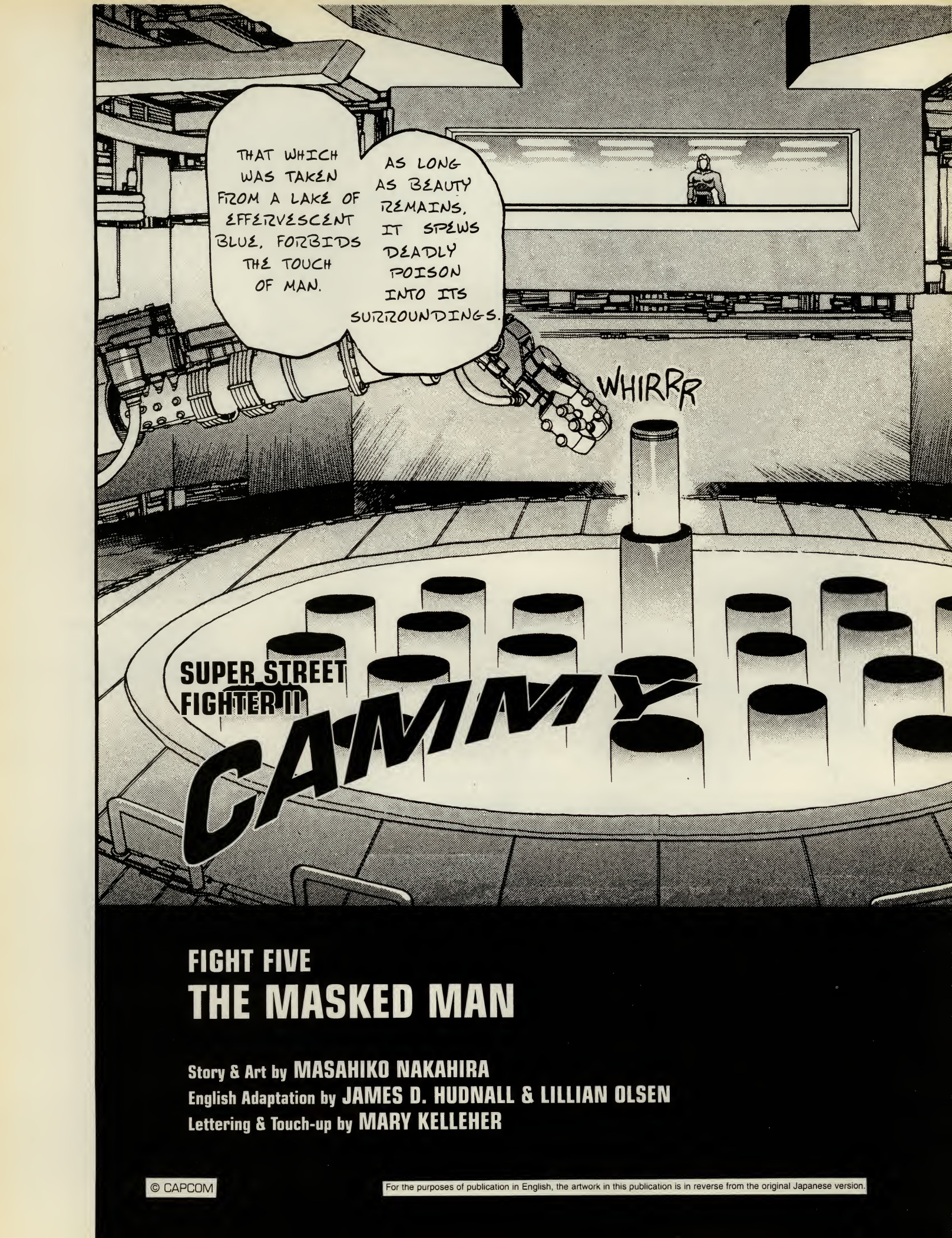


JUST  
AS THE  
CRIMSON  
ROSE HAS  
THORNS. . .

PASSWORD OK  
TRANSLATE POD  
RADIATION WARNING

BEEP





THAT WHICH  
WAS TAKEN  
FROM A LAKE OF  
EFFERVESCENT  
BLUE, FORBIDS  
THE TOUCH  
OF MAN.

AS LONG  
AS BEAUTY  
REMAINS,  
IT SPEWS  
DEADLY  
POISON  
INTO ITS  
SURROUNDINGS.

WHIRRR

**SUPER STREET  
FIGHTER II**

**CAMMY**

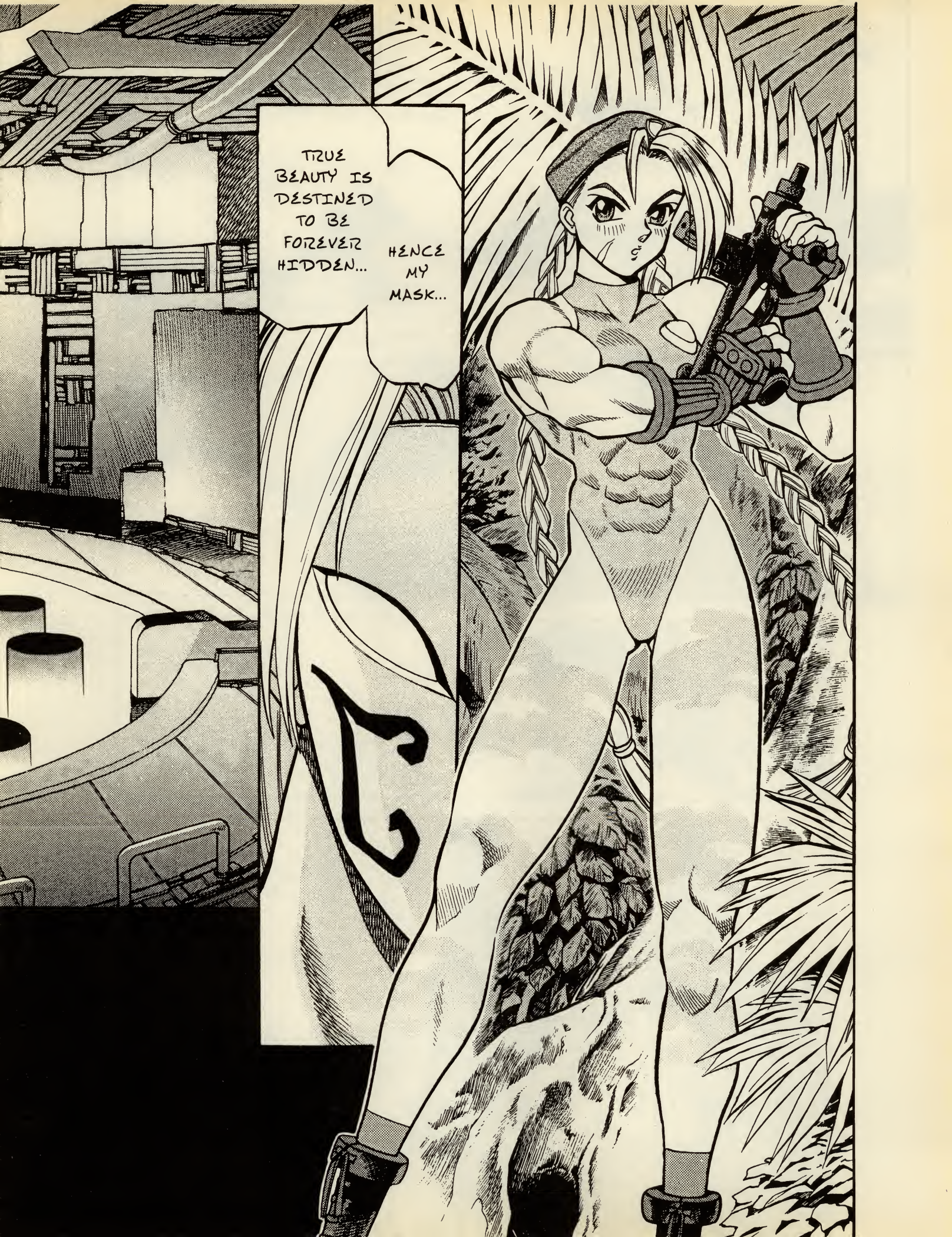
## **FIGHT FIVE THE MASKED MAN**

Story & Art by **MASAHIKO NAKAHIRA**

English Adaptation by **JAMES D. HUDNALL & LILLIAN OLSEN**

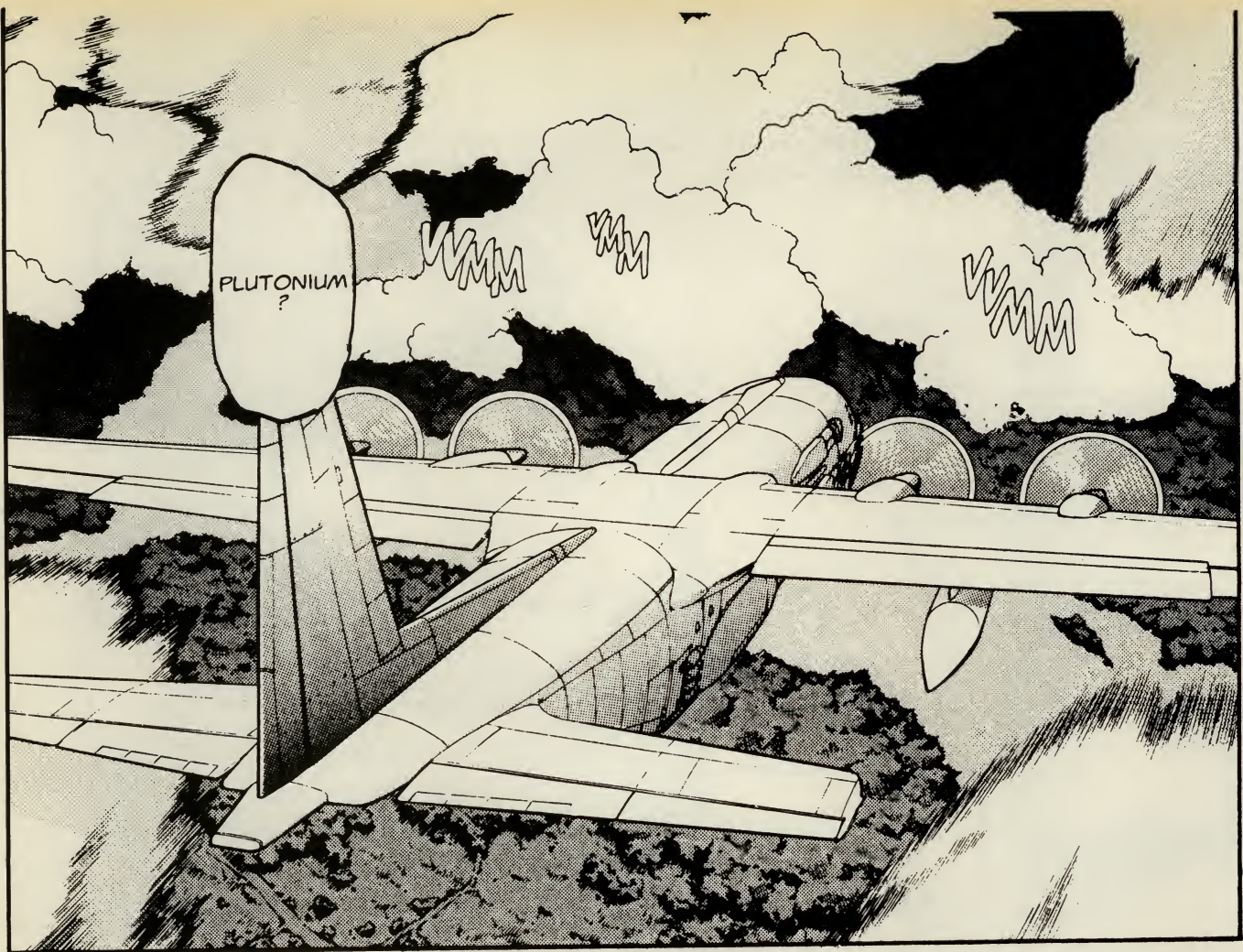
Lettering & Touch-up by **MARY KELLEHER**



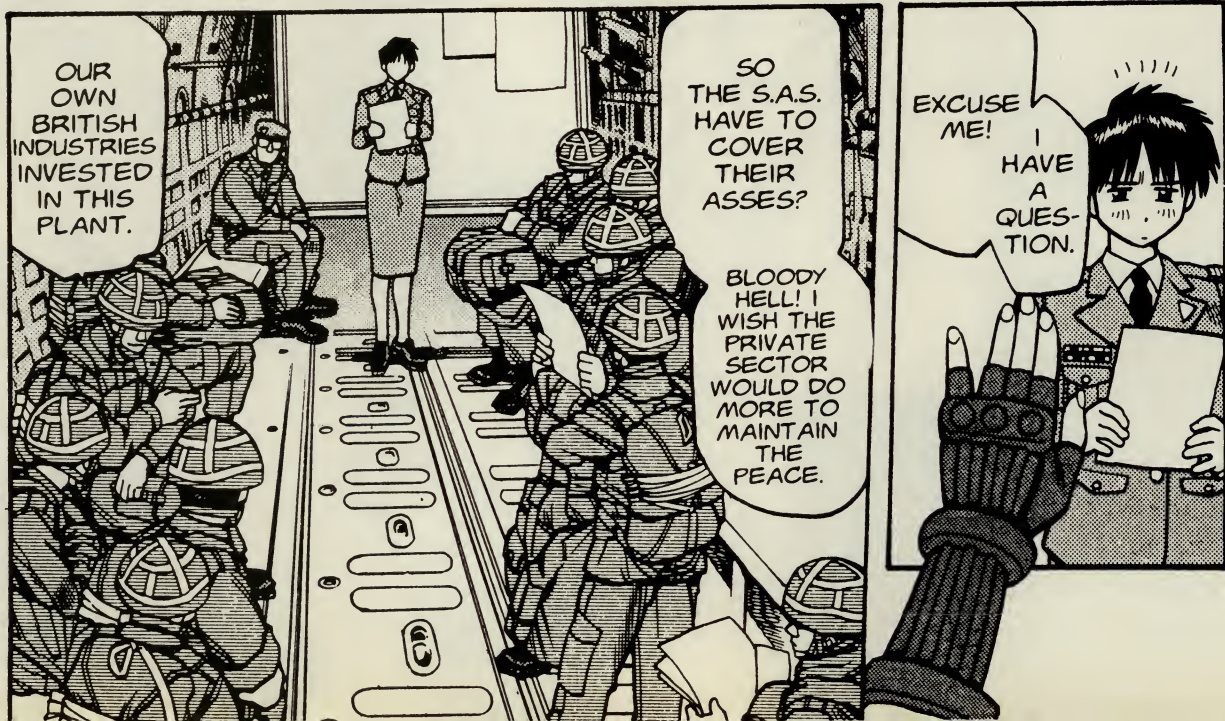


TRUE  
BEAUTY IS  
DESTINED  
TO BE  
FOREVER  
HIDDEN... HENCE  
MY  
MASK...





THERE WAS ENOUGH STOLEN TO CONSTRUCT A NUCLEAR WEAPON THAT COULD WIPE OUT A QUARTER OF THE POPULATION OF WESTERN EUROPE.



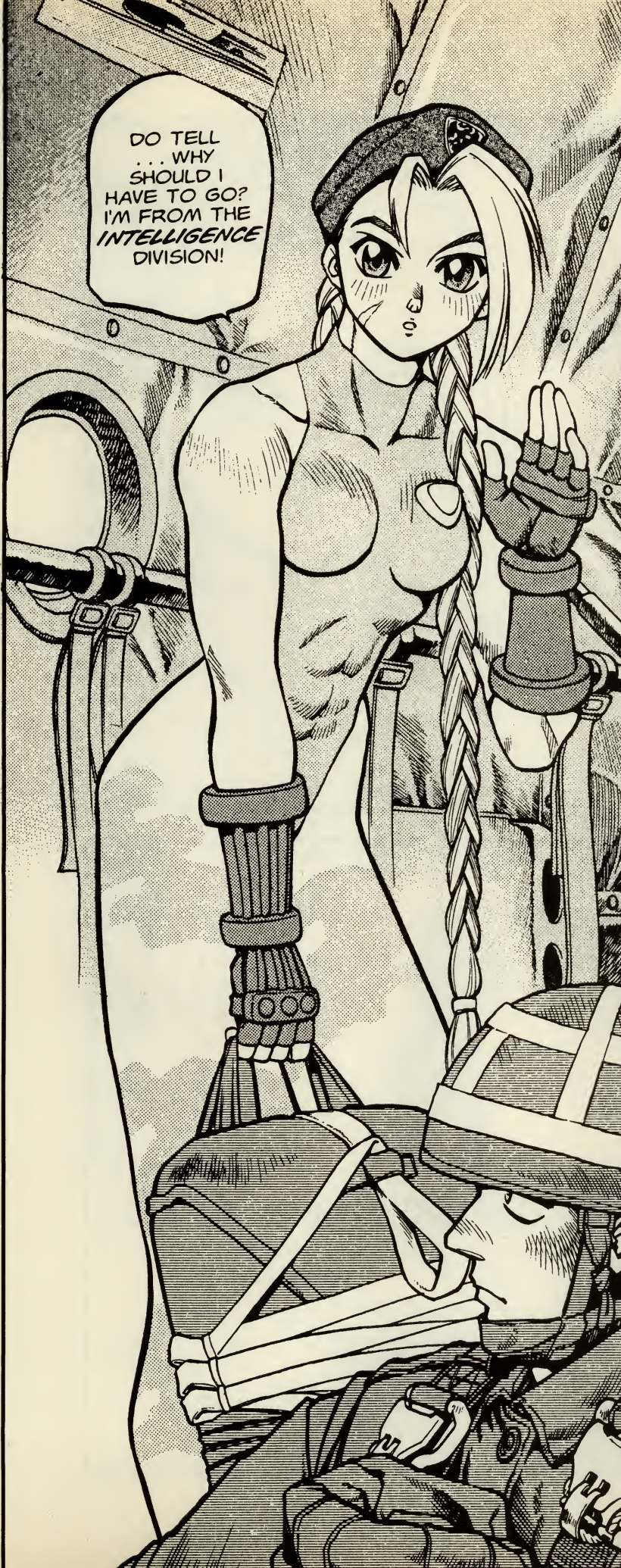
OUR OWN BRITISH INDUSTRIES INVESTED IN THIS PLANT.

SO THE S.A.S. HAVE TO COVER THEIR ASSES?

BLOODY HELL! I WISH THE PRIVATE SECTOR WOULD DO MORE TO MAINTAIN THE PEACE.

EXCUSE ME! I HAVE A QUESTION.





DO TELL  
... WHY  
SHOULD I  
HAVE TO GO?  
I'M FROM THE  
INTELLIGENCE  
DIVISION!

"DO  
TELL"  
?

THEY  
SHOULD  
TEACH  
PROPER  
ENGLISH  
TO THE  
INTELLIGENCE  
BRANCH.

HEY,  
HARRY, I  
TOLD YOU  
NOT TO  
BRING KIDS  
ONTO THE  
BATTLE-  
FIELD!

HM  
?

HAHAHAHA

THAT'S  
ENOUGH,  
KURT.

YOU  
TOO,  
CAMMY.  
PUT YOUR  
GEAR  
ON!

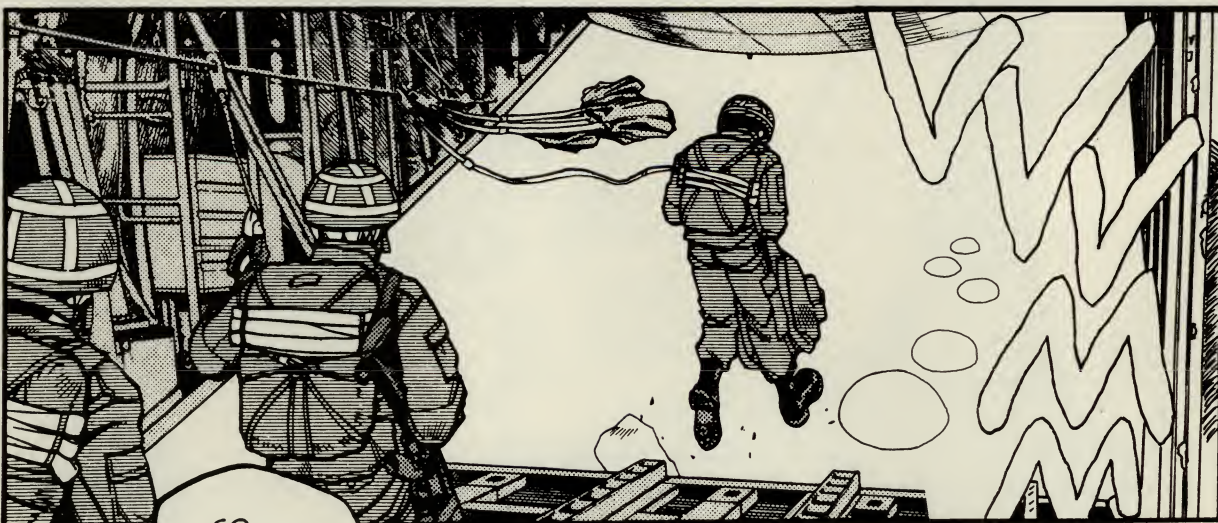
... I'LL  
CONTINUE  
WITH THE  
BRIEFING.  
AHEN.



DESPITE TIGHT  
SECURITY, THE  
THEFT OCCURRED  
IN A MERE TEN  
MINUTES.

THE ONLY  
CRIMINAL  
ORGANIZATION  
KNOWN TO  
POSSESS SUCH  
INCREDIBLE  
OPERATIVES  
IS...

SHADOW-  
LOO!

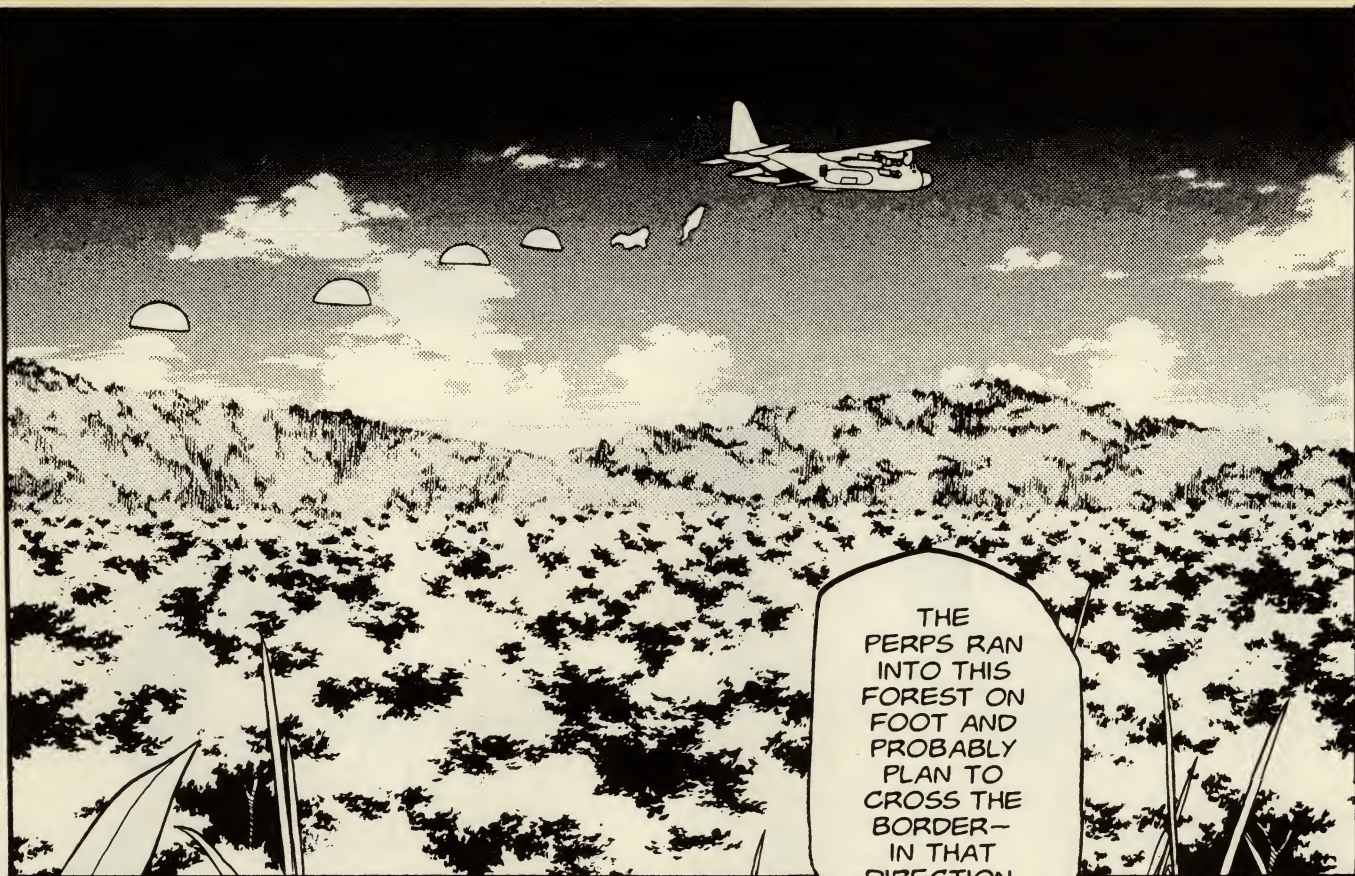


SO...  
BECAUSE  
I WAS A  
SHADOWLOO  
AGENT  
ONCE, I'M  
INVITED AS  
BAIT TO  
LURE THE  
PERPETRATORS,  
EH?

THAT'S  
CORRECT.

NO  
MAN COULD  
RESIST TAKING  
A NIBBLE OF  
A CUTIE  
LIKE YOU!

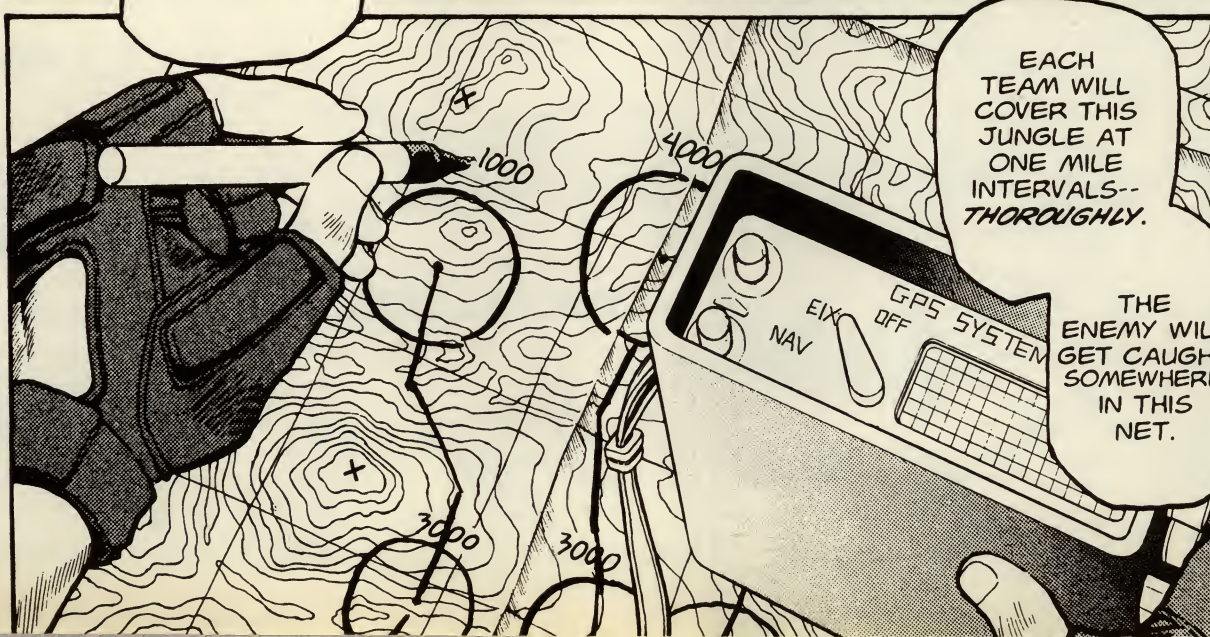




THE  
PERPS RAN  
INTO THIS  
FOREST ON  
FOOT AND  
PROBABLY  
PLAN TO  
CROSS THE  
BORDER--  
IN THAT  
DIRECTION.



WE'LL  
SPLIT  
INTO FOUR  
TEAMS, WITH  
CAMMY IN  
TEAM C  
AS THE  
POINT.



EACH  
TEAM WILL  
COVER THIS  
JUNGLE AT  
ONE MILE  
INTERVALS--  
THOROUGHLY.

THE  
ENEMY WILL  
GET CAUGHT  
SOMEWHERE  
IN THIS  
NET.





BUT  
...



WITH  
SUCH LOW  
VISIBILITY IN  
THE JUNGLE,  
MY ROLE AS  
BAIT SEEMS  
A BIT  
INEFFECTIVE.

YOU'RE  
NOT *JUST*  
SUPPOSED  
TO BE  
BAIT.

AS LONG AS  
THEY HAVE THE  
PLUTONIUM, WE CAN'T  
USE ANY GUNS  
THAT COULD  
DAMAGE IT.

WE  
COULD  
USE LONG-  
RANGE  
SNIPERS,  
BUT...

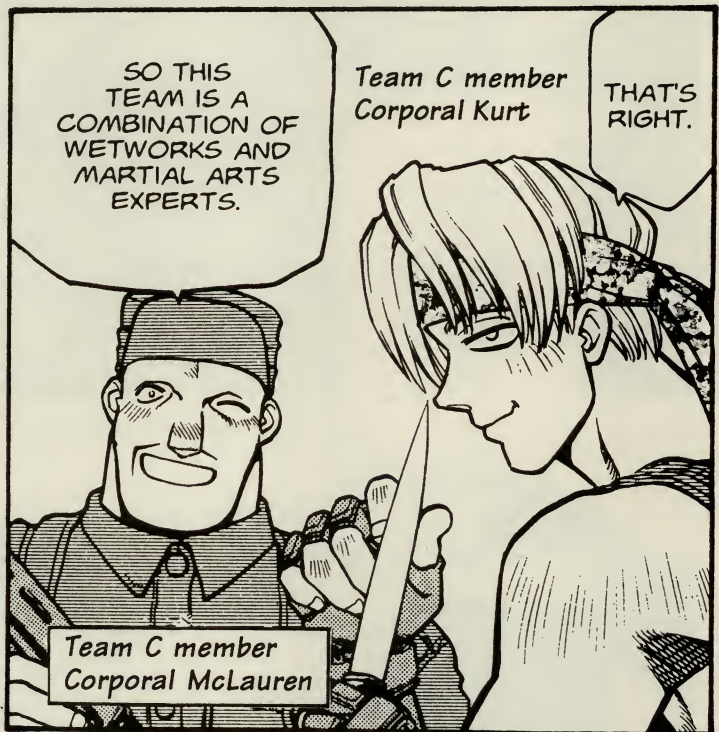
Team C leader  
Second Lieutenant  
Henderson



SO THIS  
TEAM IS A  
COMBINATION OF  
NETWORKS AND  
MARTIAL ARTS  
EXPERTS.

Team C member  
Corporal Kurt

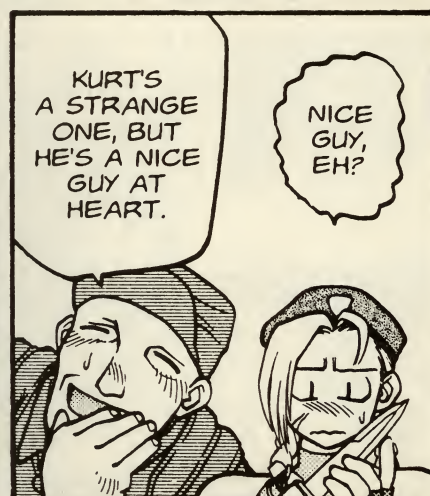
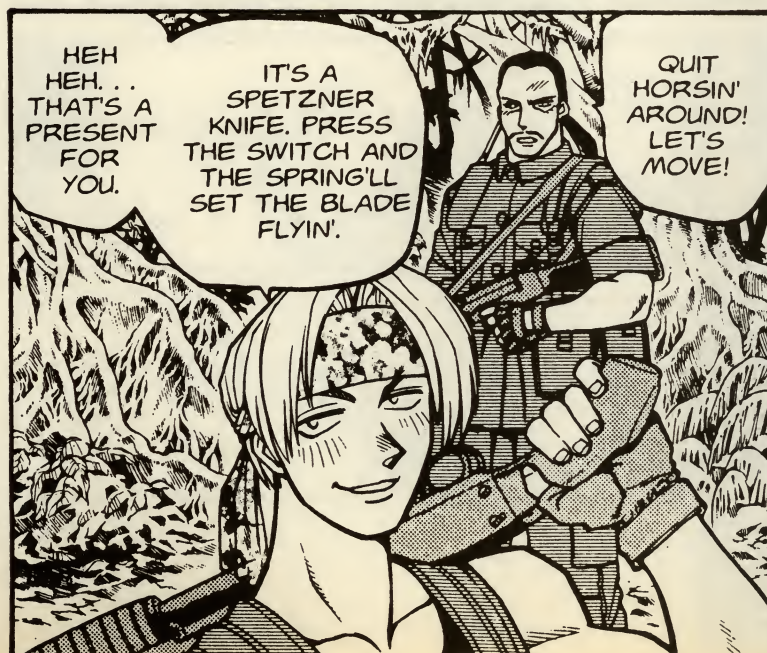
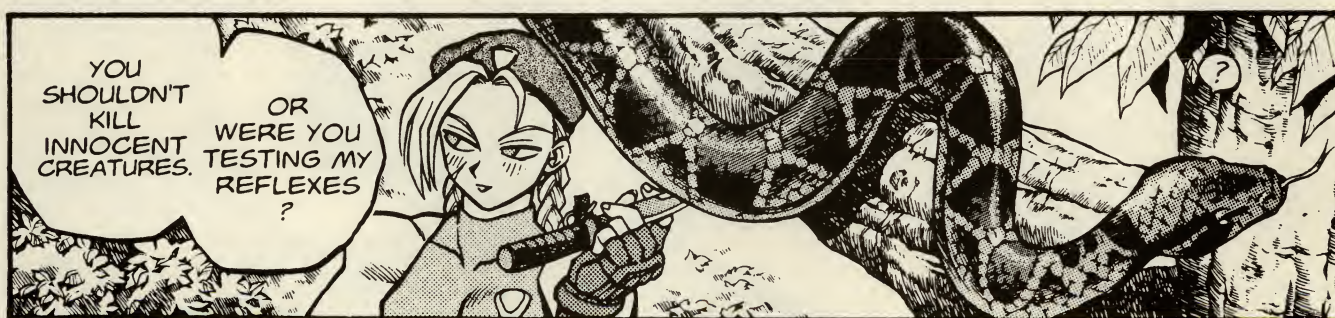
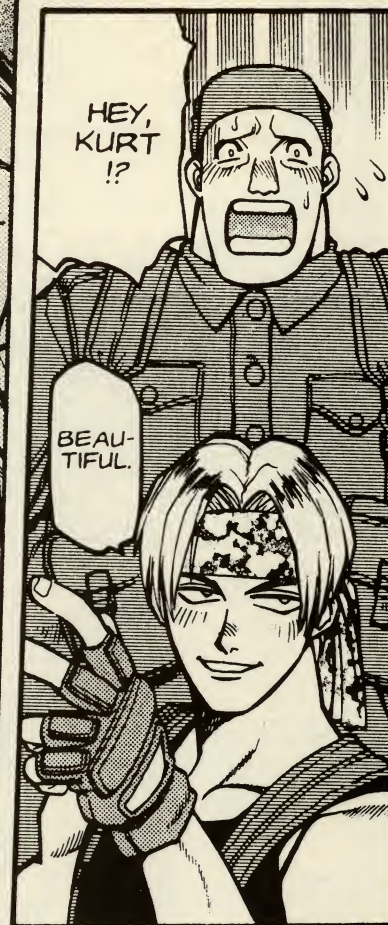
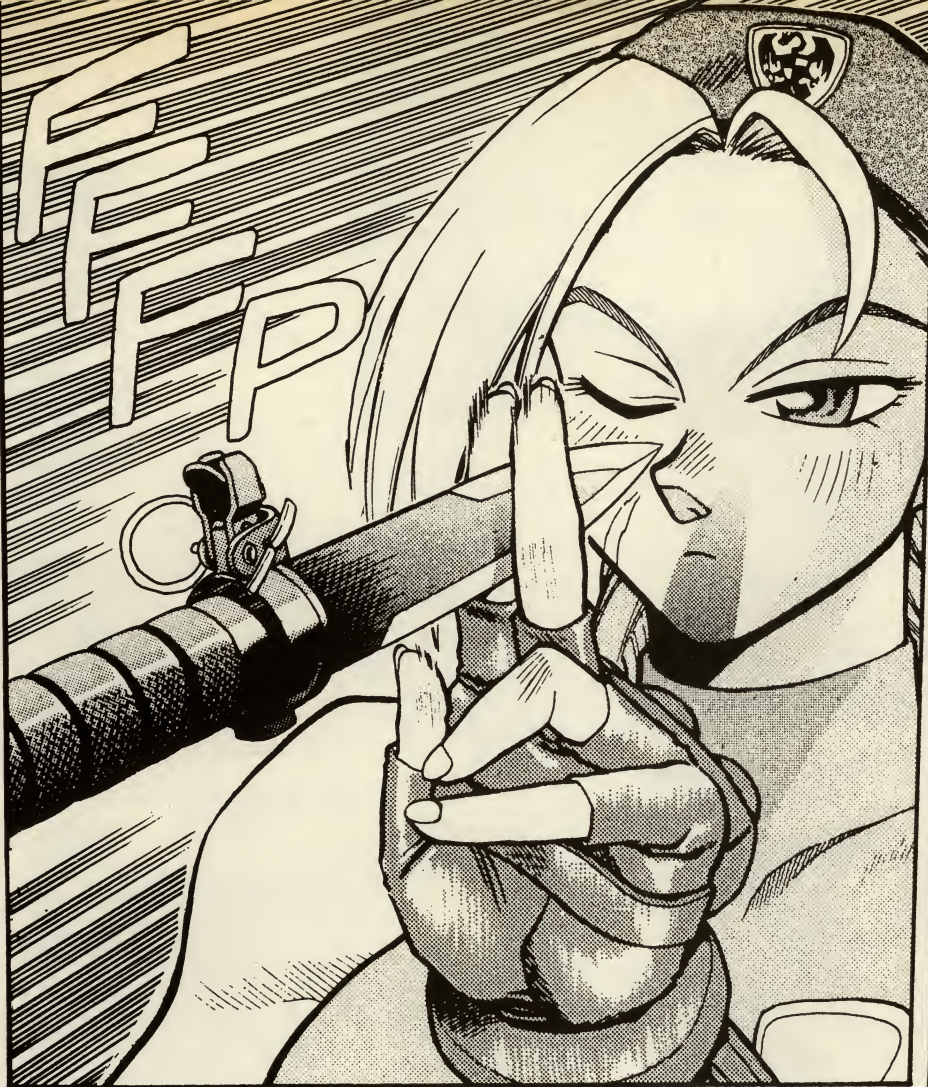
THAT'S  
RIGHT.



Team C member  
Corporal McLaren









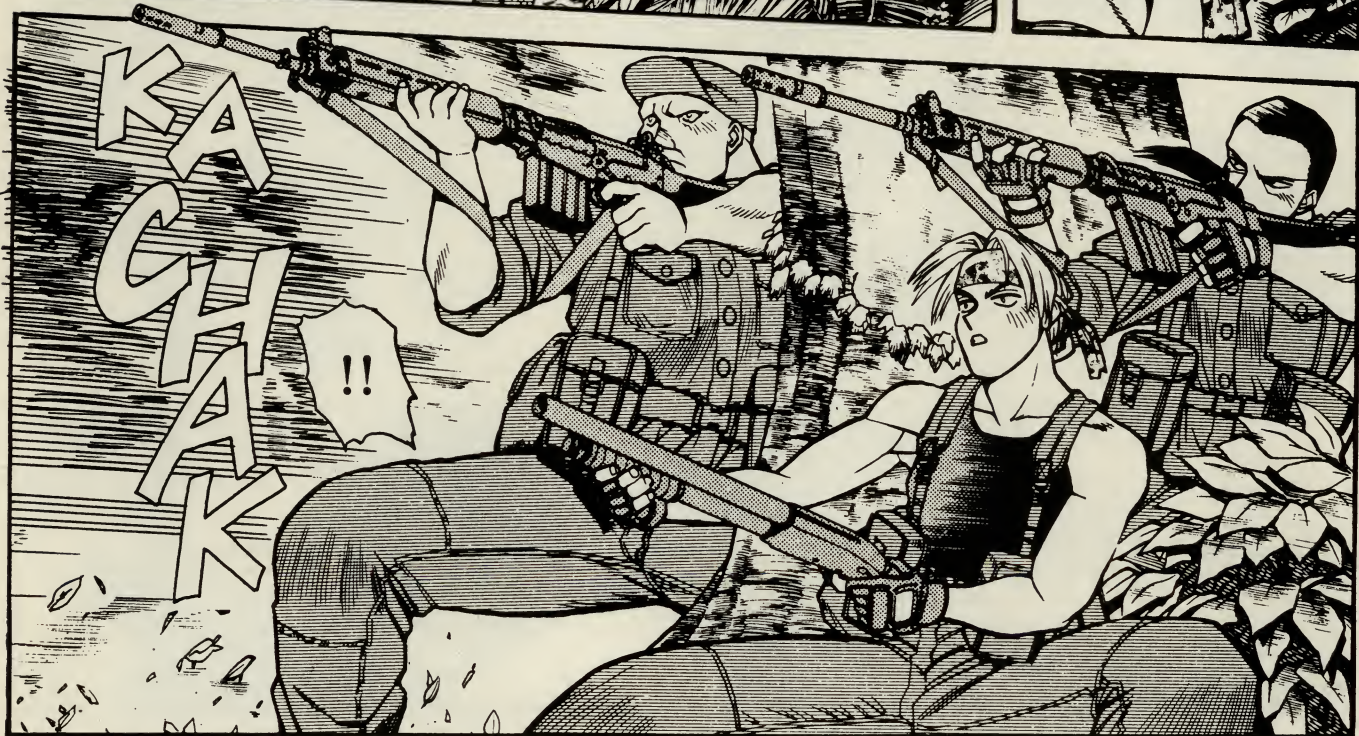


I'M STRANGE?  
I CONSIDER MYSELF MORE RATIONAL THAN SOME TOSSER WHO GOES INTO COMBAT UNARMED.

HA!  
IT ONLY REFLECTS MY SUPERIOR CONDITIONING.

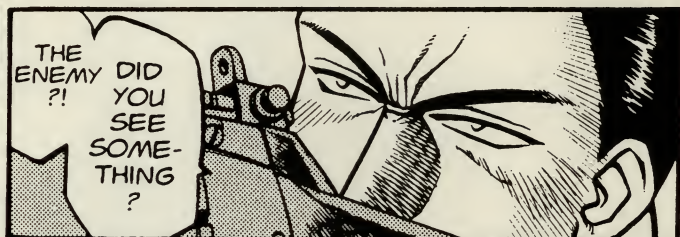
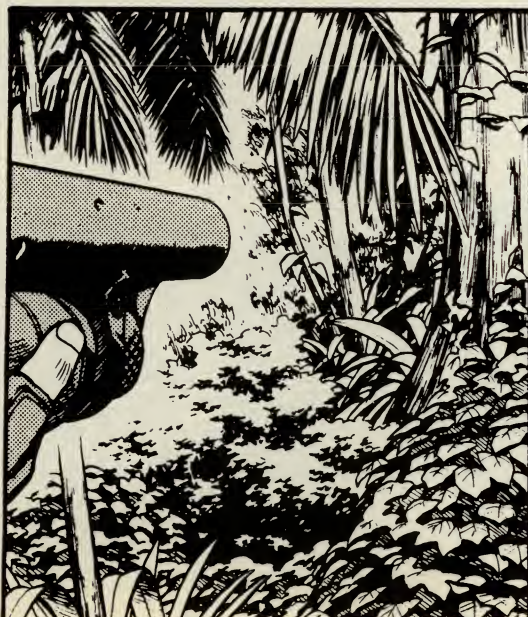


CAN'T SAY THE SAME FOR YOUR PERSON-

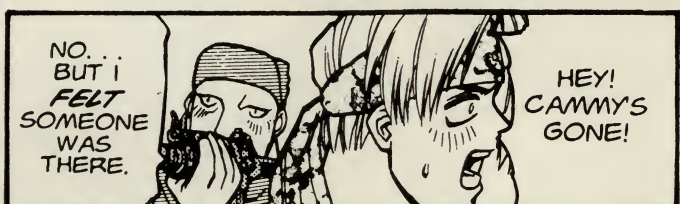


KACHAK

!!



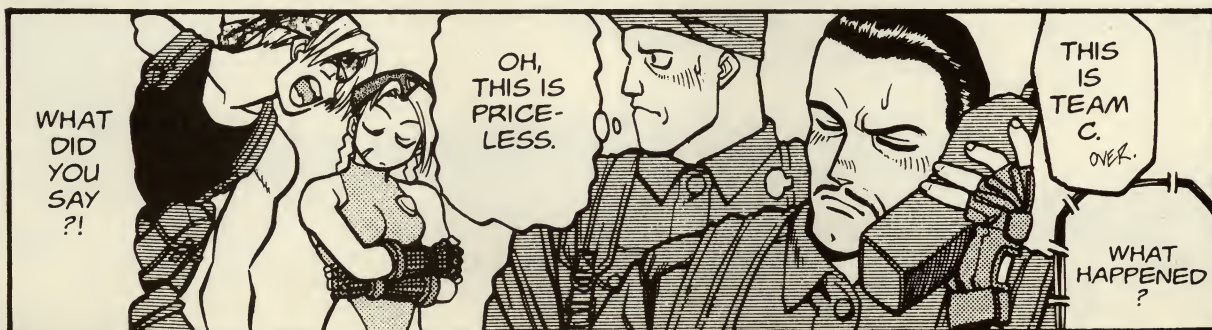
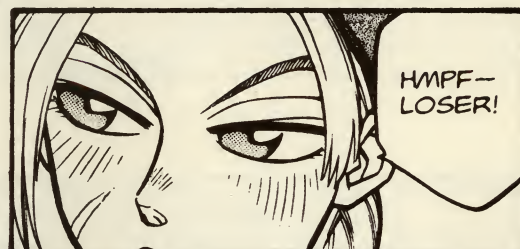
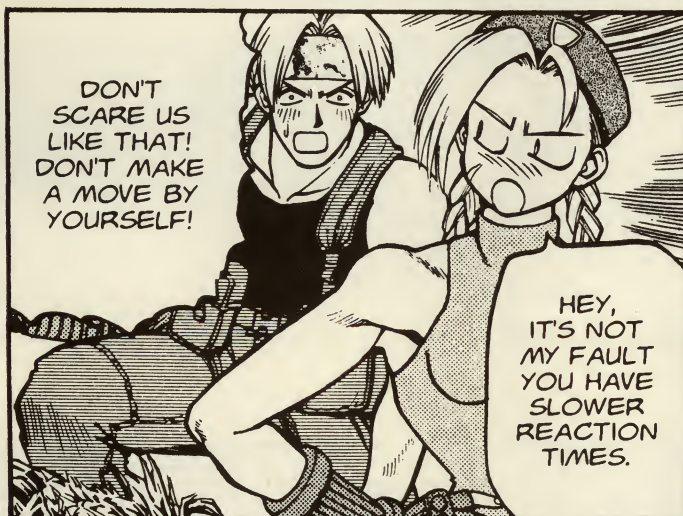
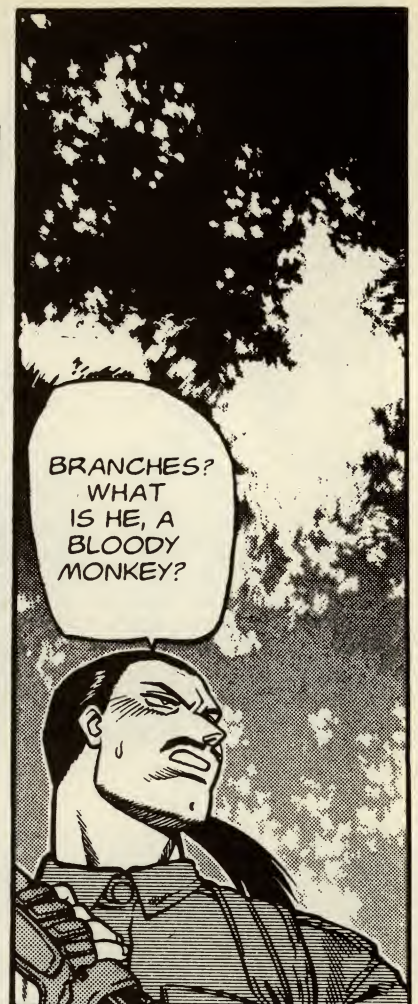
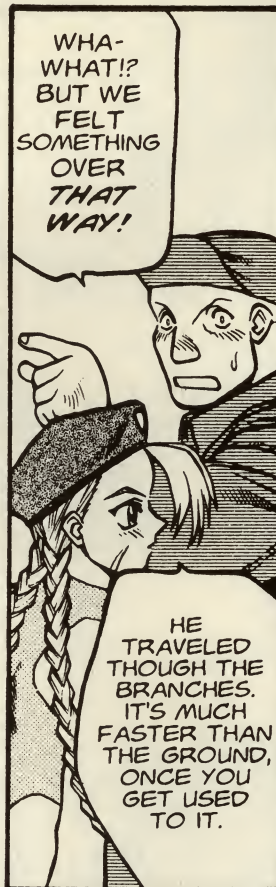
THE ENEMY DID YOU SEE SOMETHING?



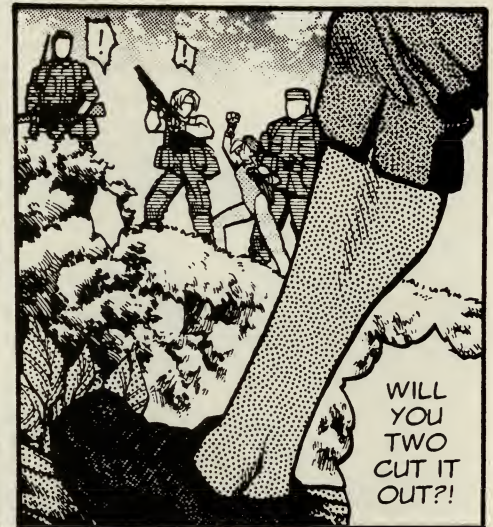
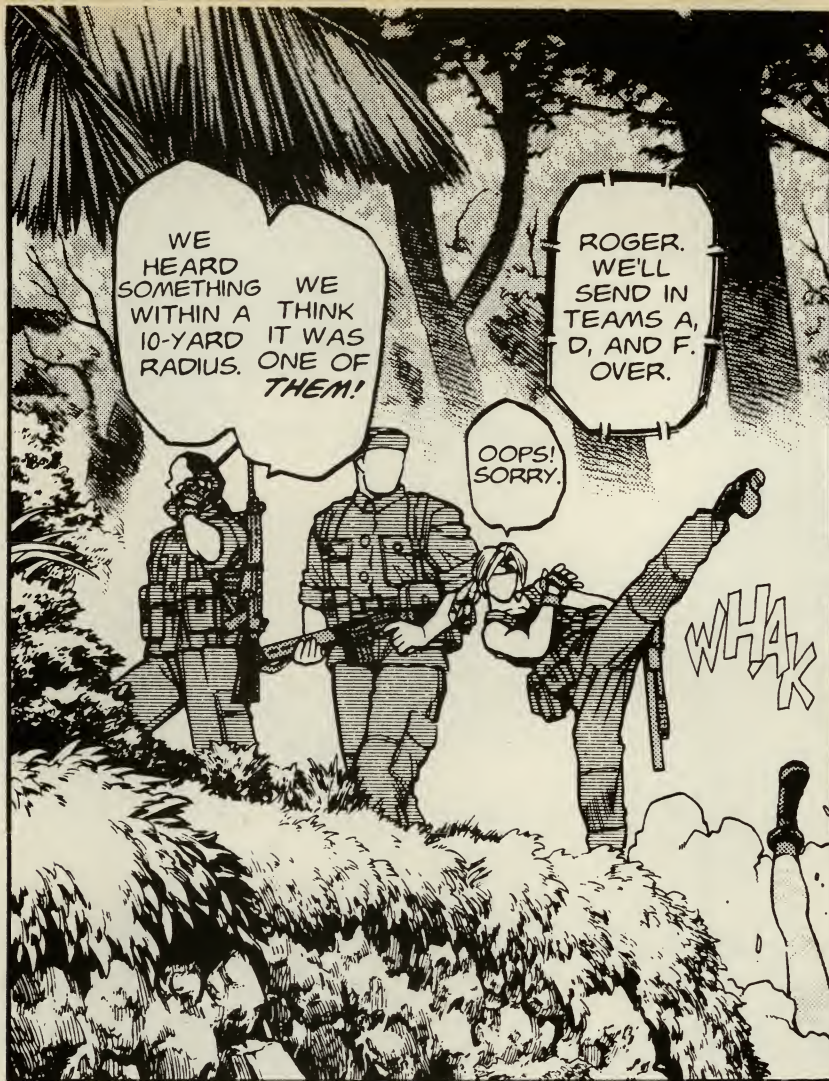
NO... BUT I FELT SOMEONE WAS THERE.

HEY! CAMMY'S GONE!

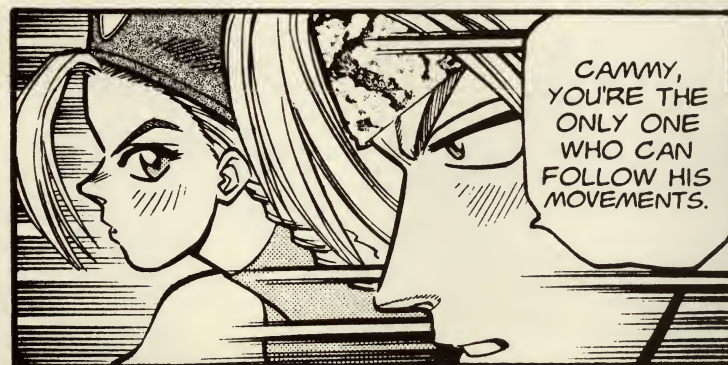
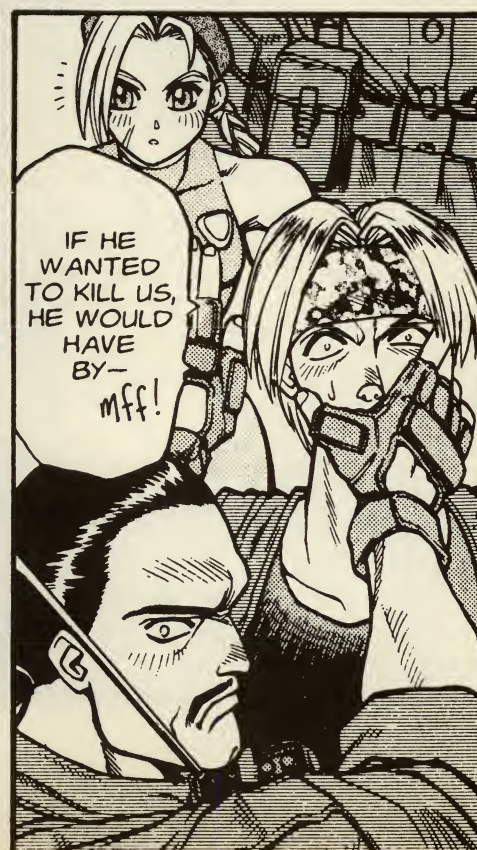
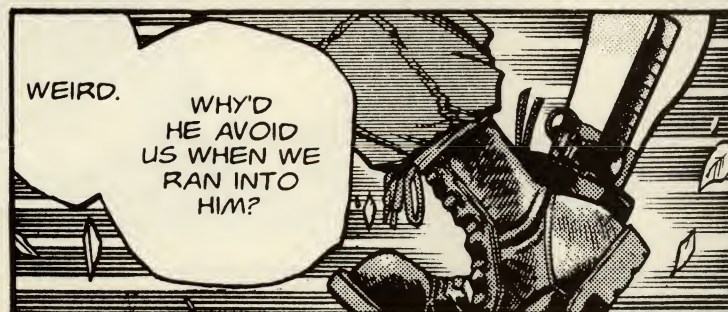
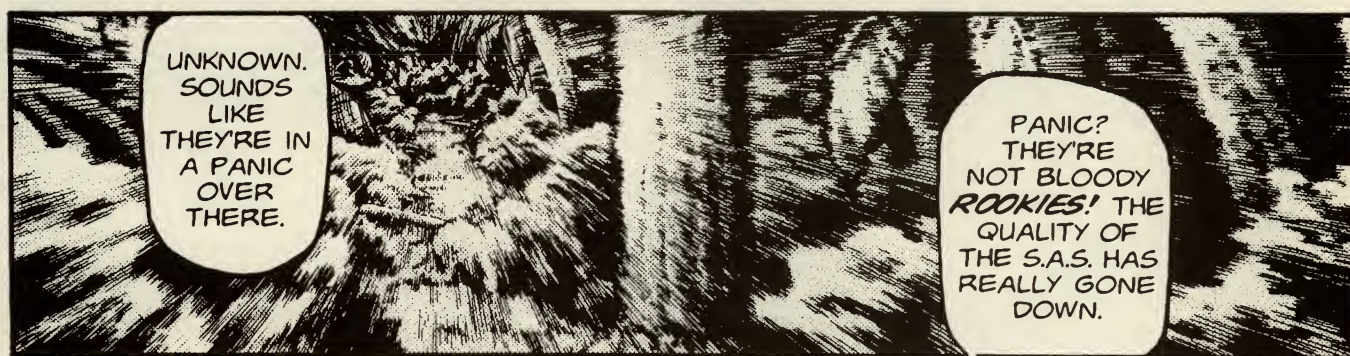
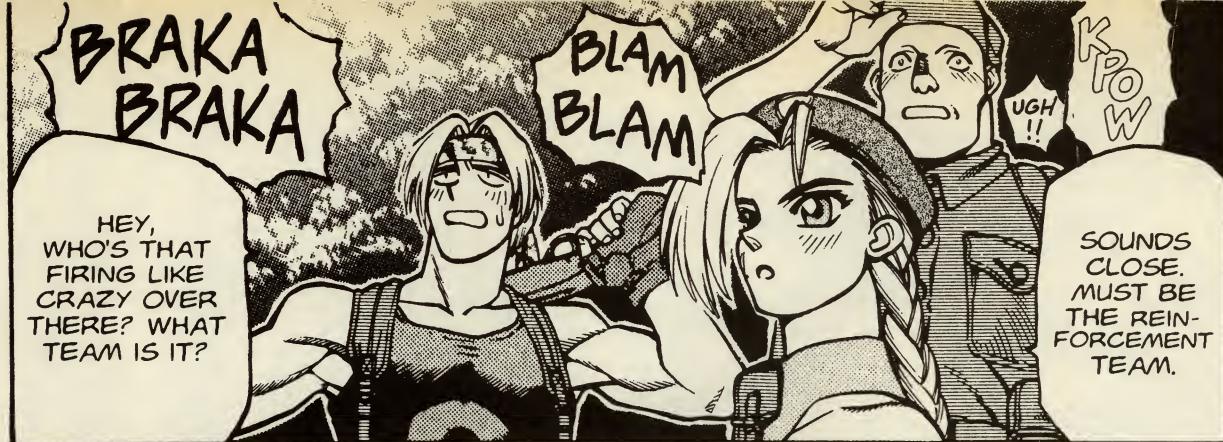




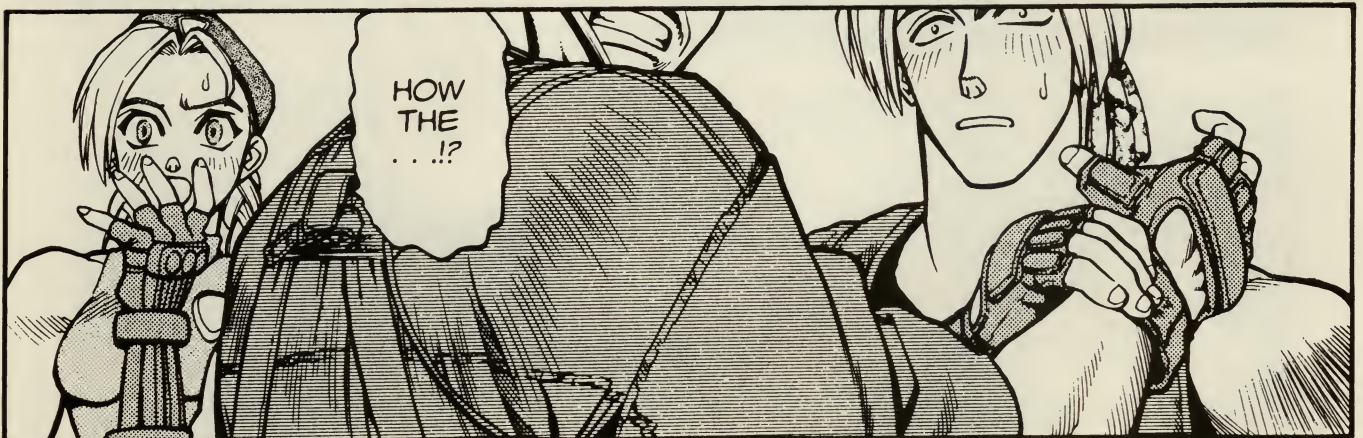




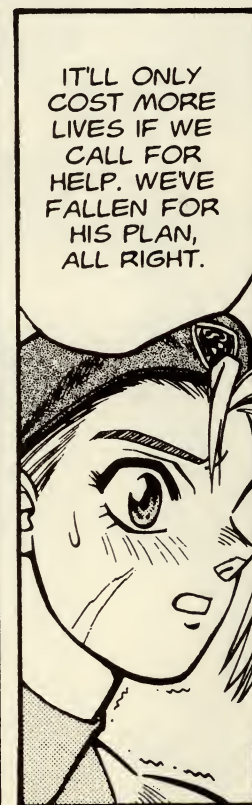
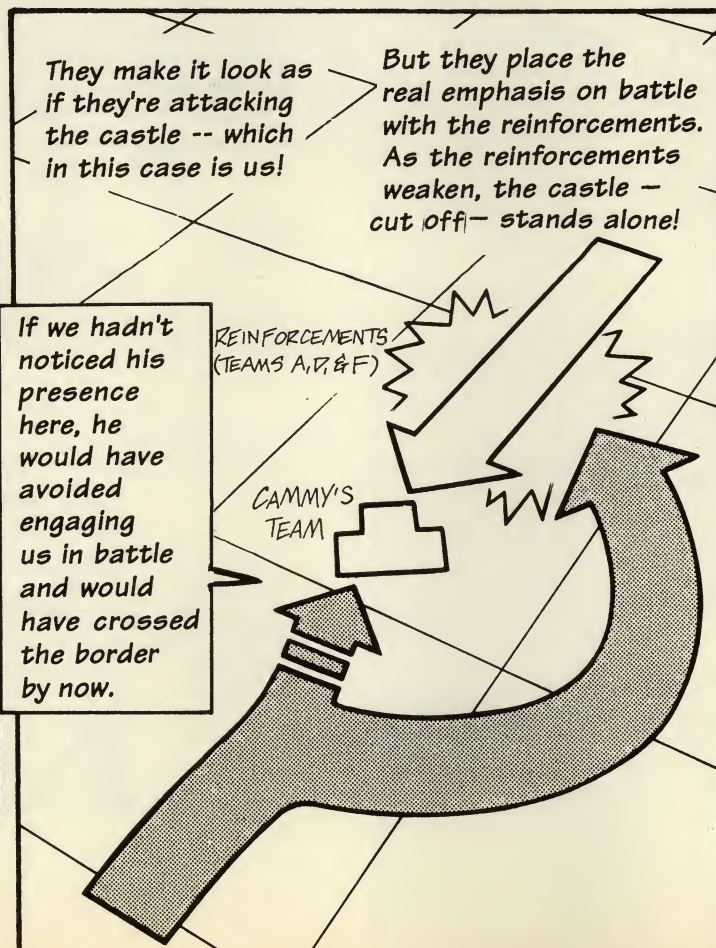
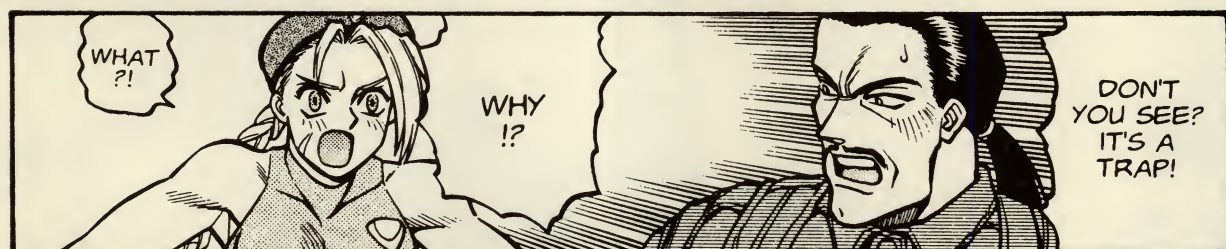
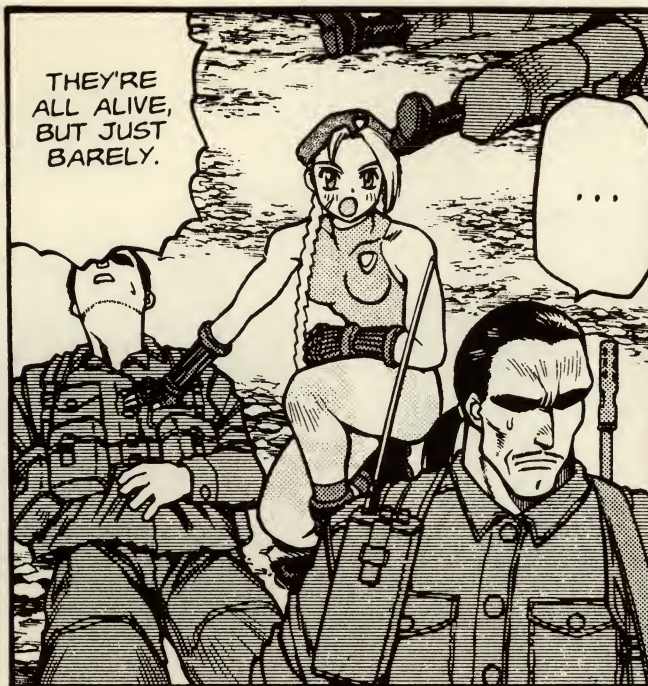




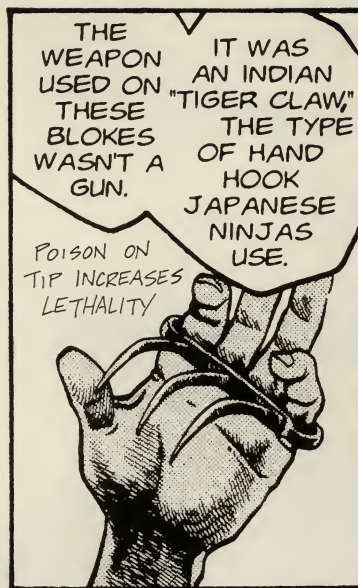
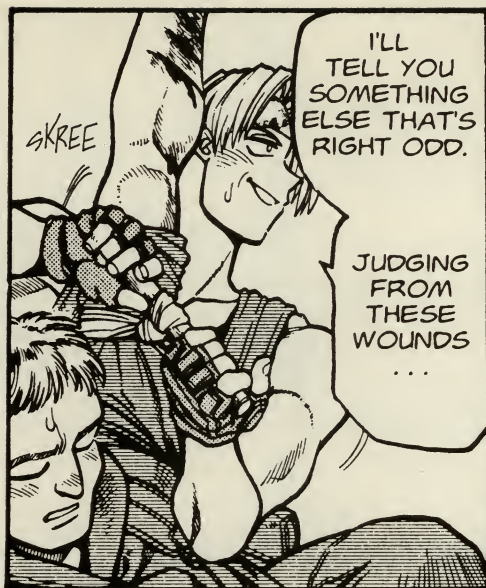




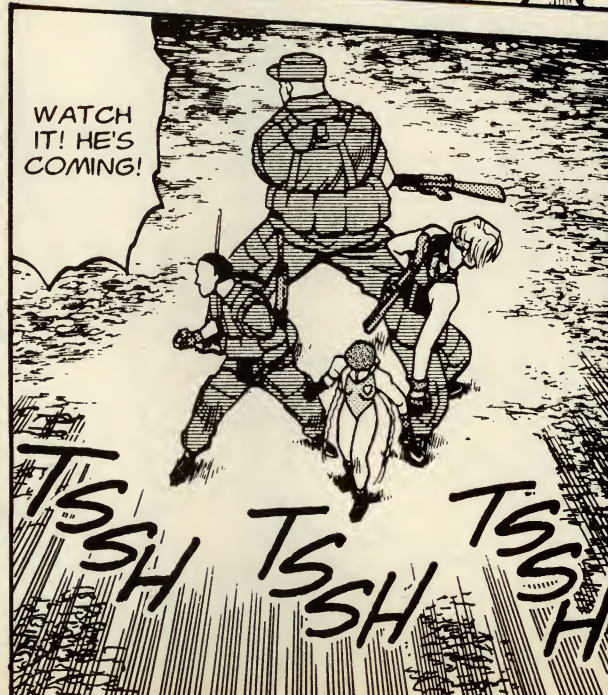
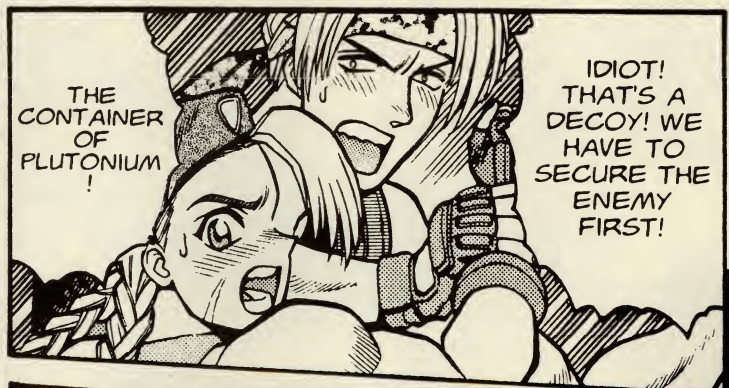
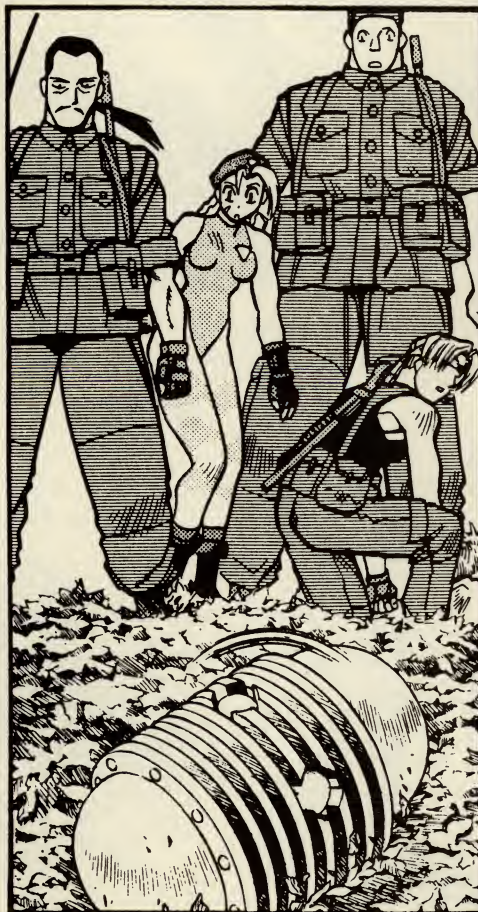
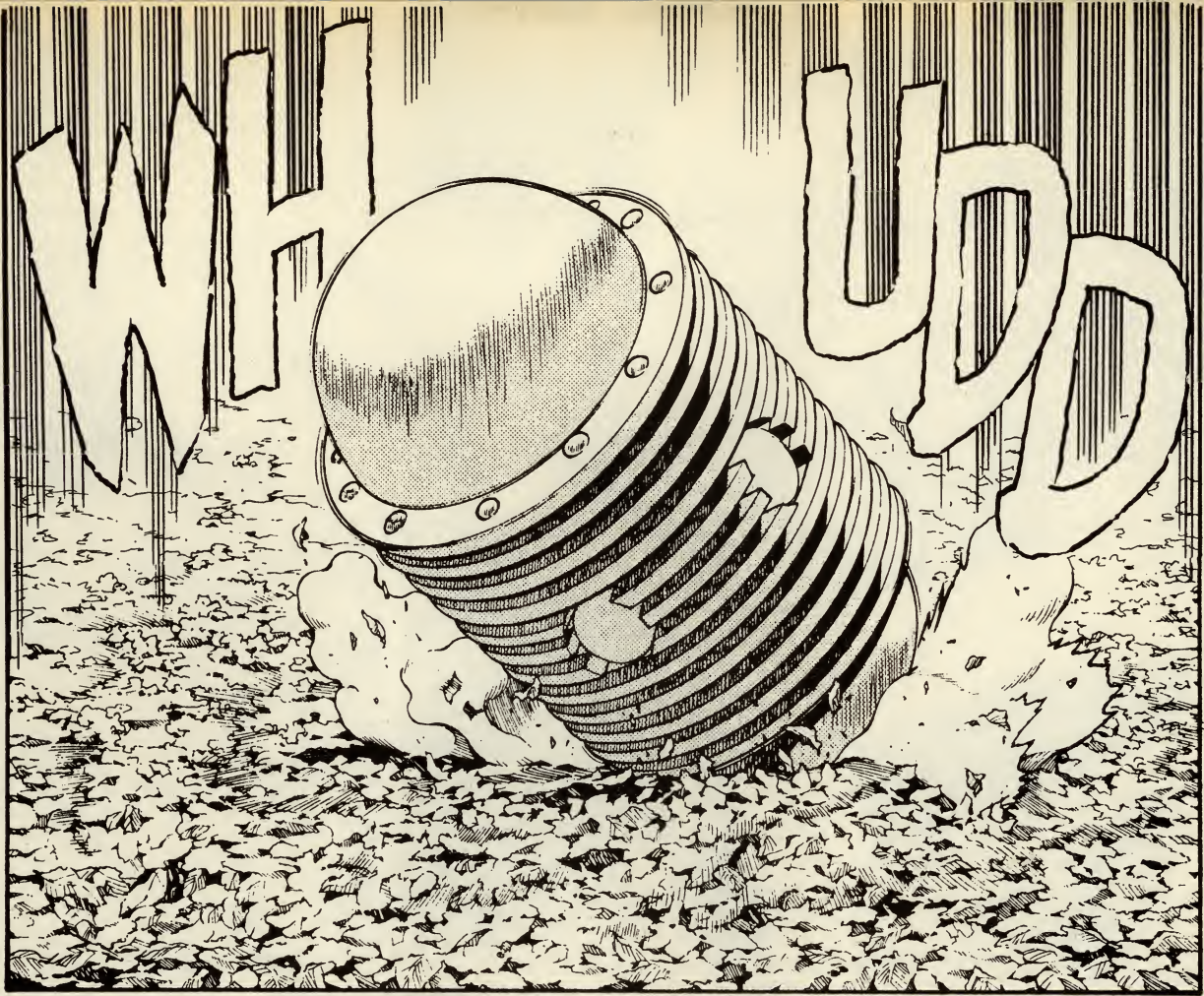




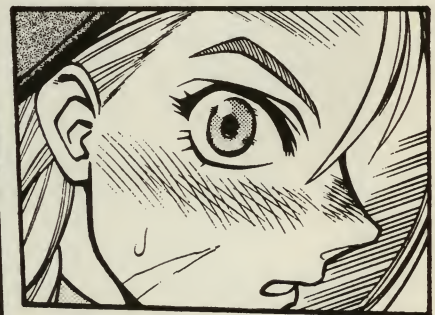
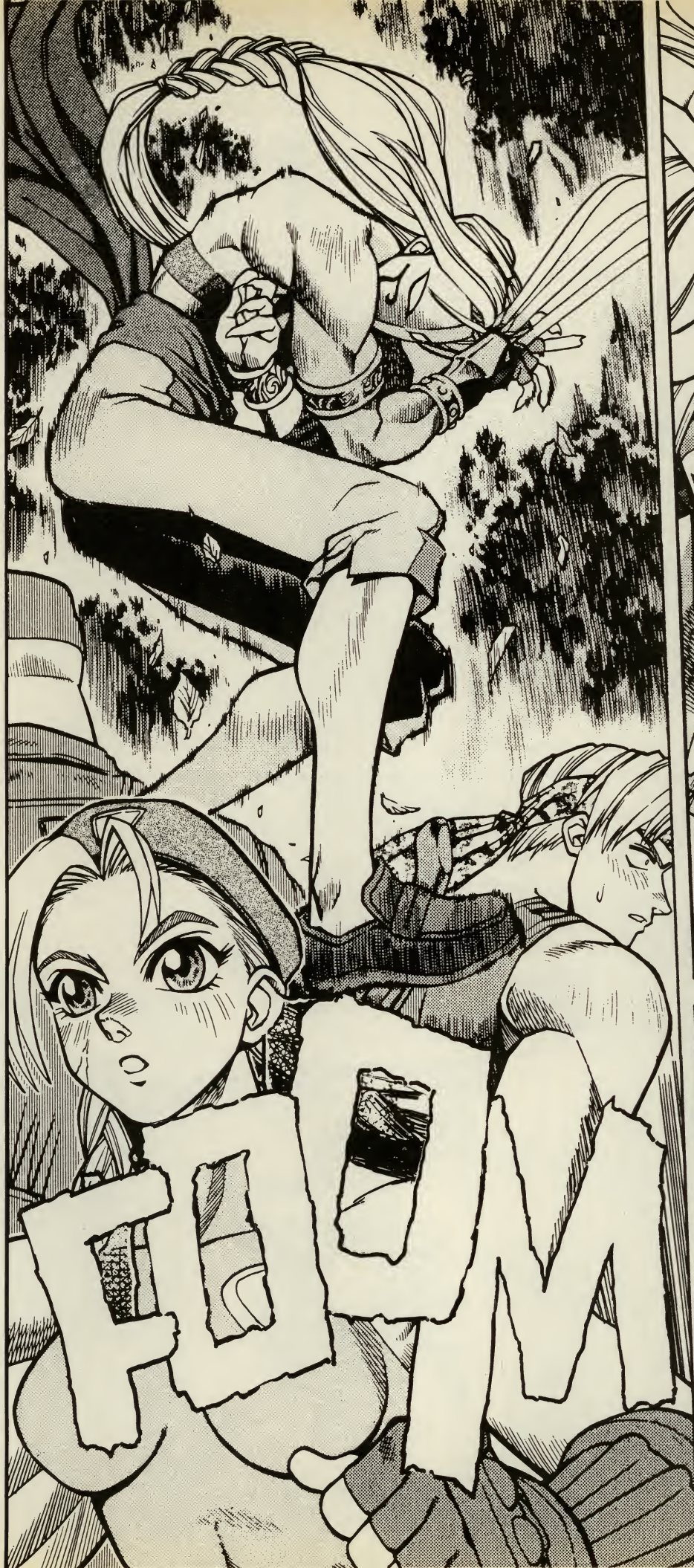




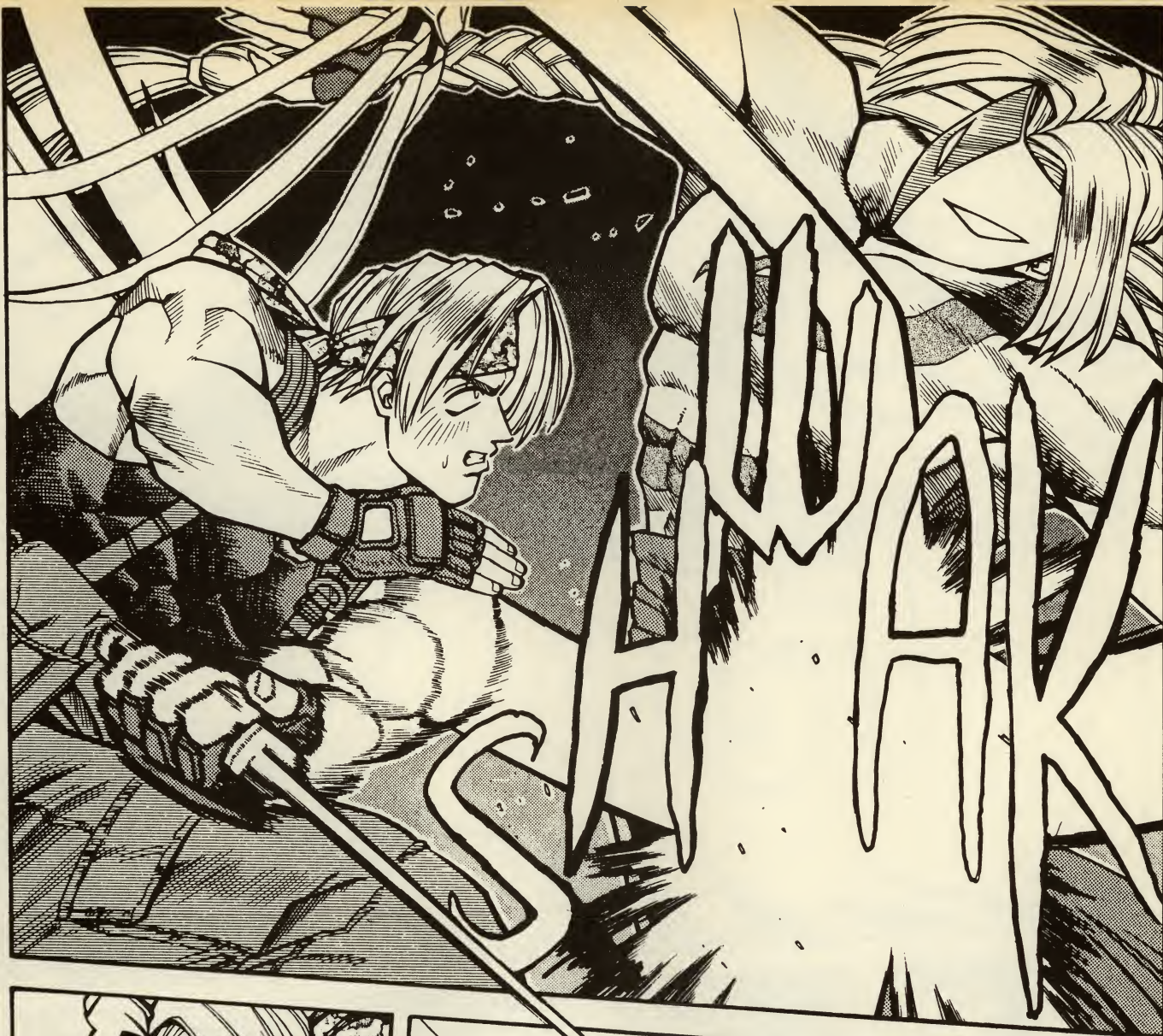








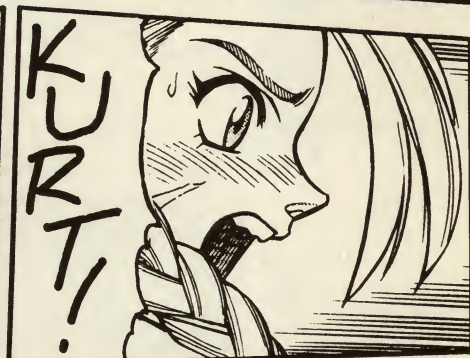




HUH!

CH  
A  
K

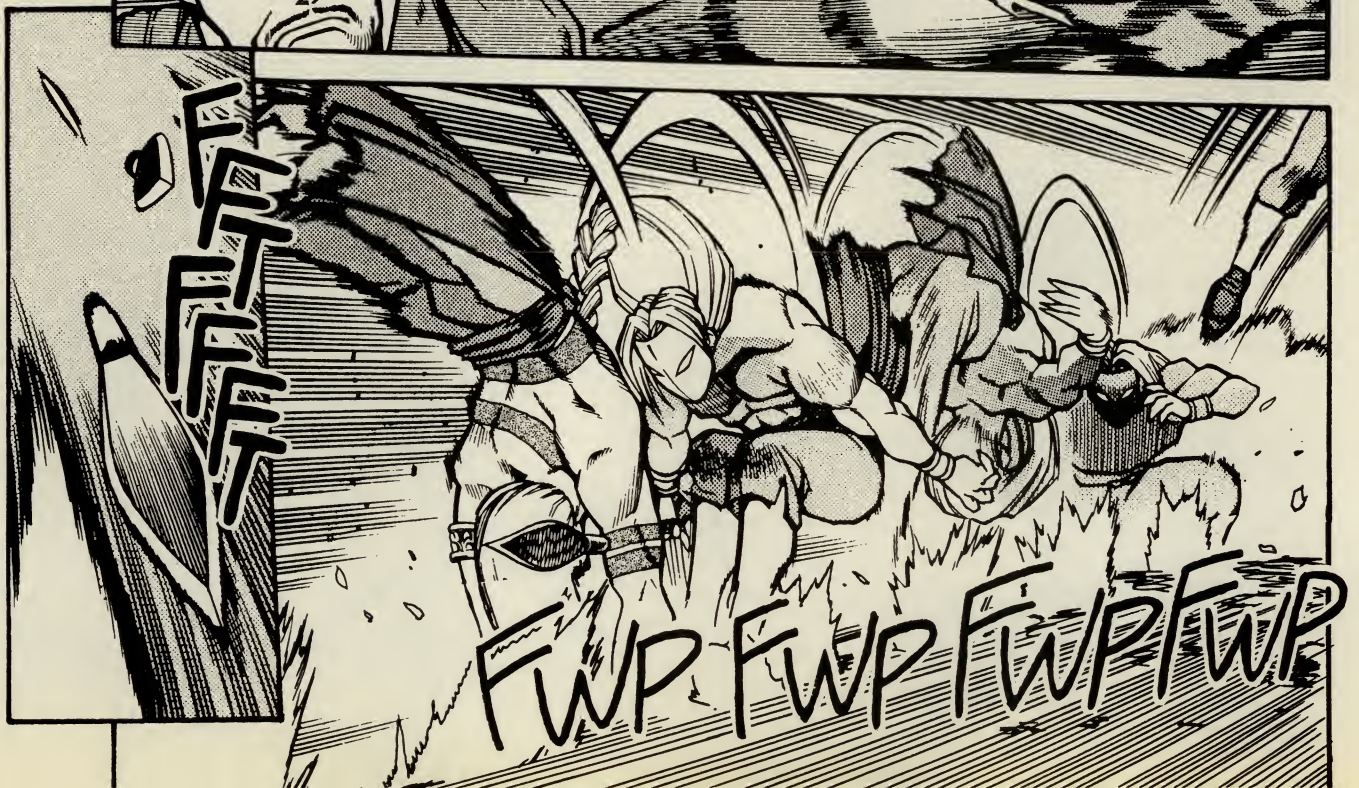
I GUESS  
MUSEUM  
PIECES  
AREN'T TO  
BE UNDER-  
ESTIMATED.



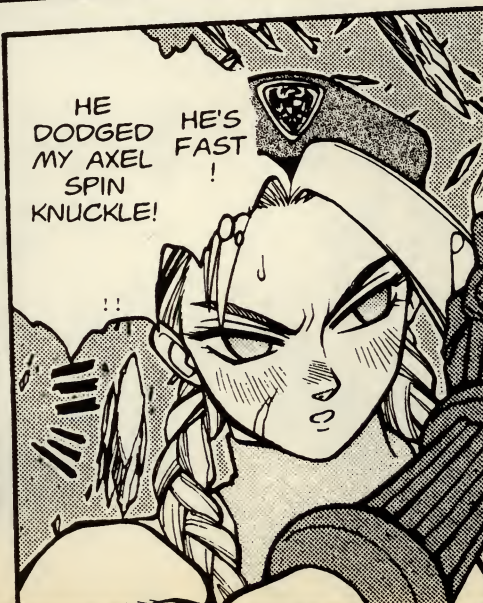
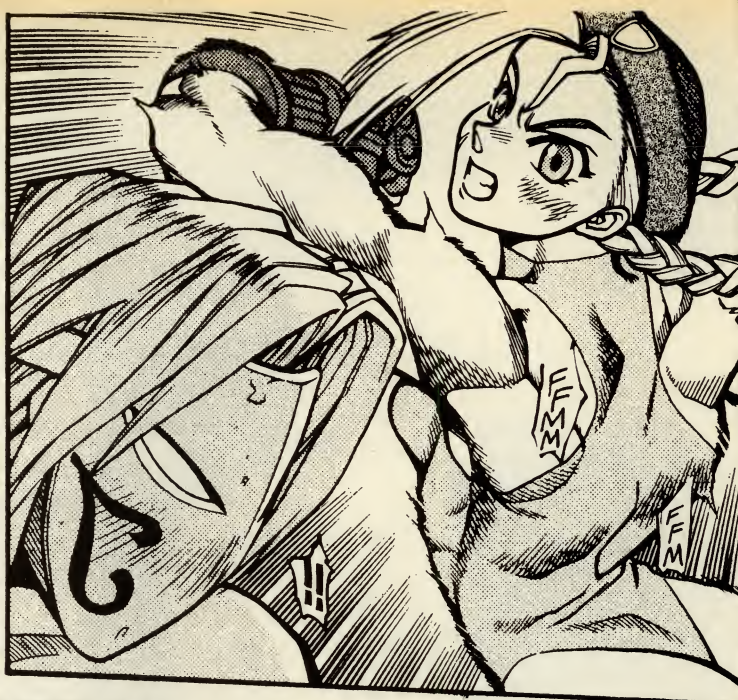
KURT!













THE  
STAGE  
OF  
DEATH...  
ONCE YOU  
MAKE YOUR  
ENTRANCE,  
YOU WILL  
NEVER  
EXIT  
ALIVE.

THE ACTORS  
STAIN THE  
GREEN JUNGLE  
FLOOR CRIMSON  
WITH THEIR  
LIFE'S BLOOD.

THIS FATE  
IS SUITABLE  
FOR ONE WHO  
BETRAYED  
SHADOWLOO  
AND IS  
NOW THE  
ENEMY.

KTHOOM

eeek!



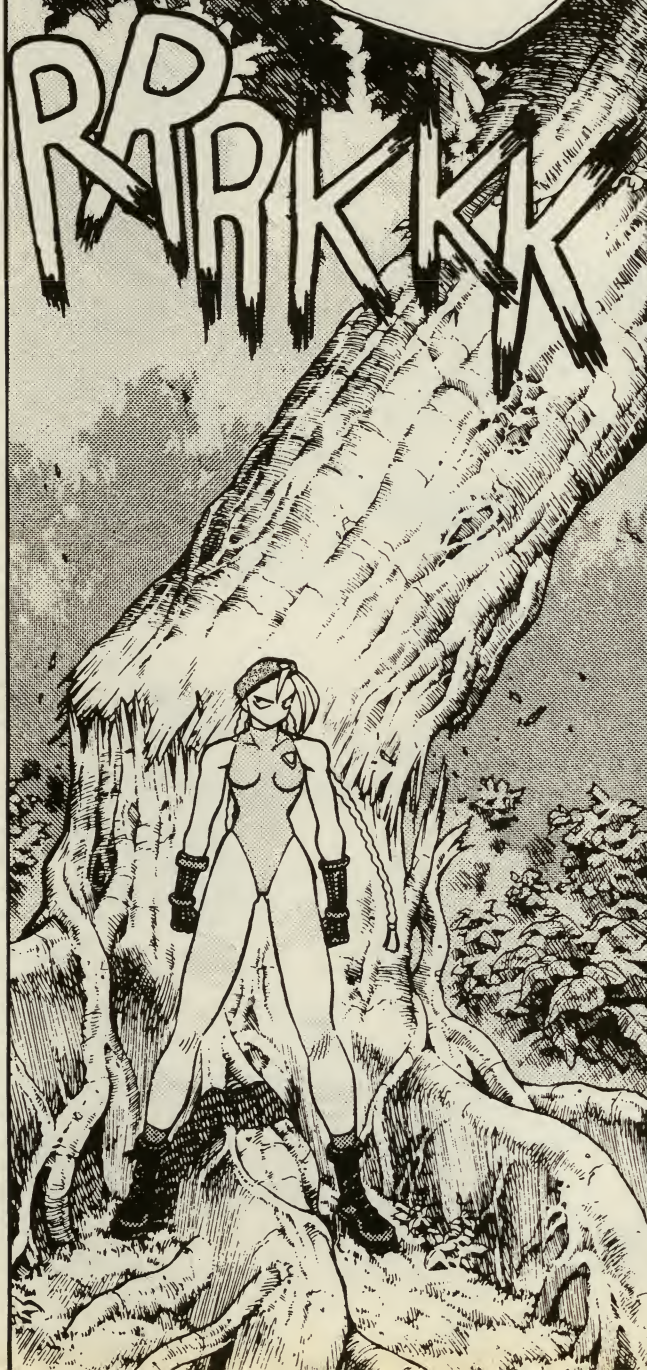
HOW DO  
YOU LIKE  
IT, CAMMY?  
IT'S A SHAME  
THE S.A.S.  
CAN'T PLAY  
THE ROLES OF  
SUPPORTING  
ACTORS.

I  
CREATED  
THIS  
STAGE  
JUST FOR  
YOU.

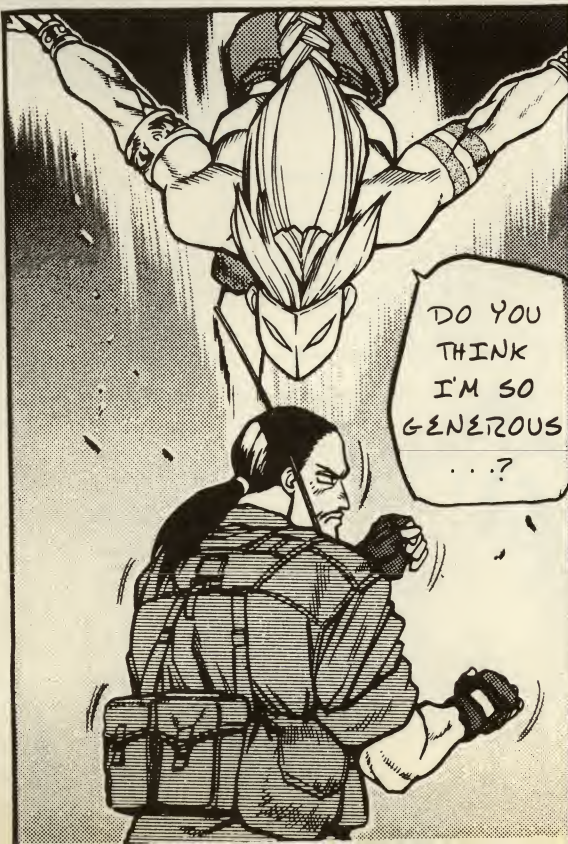
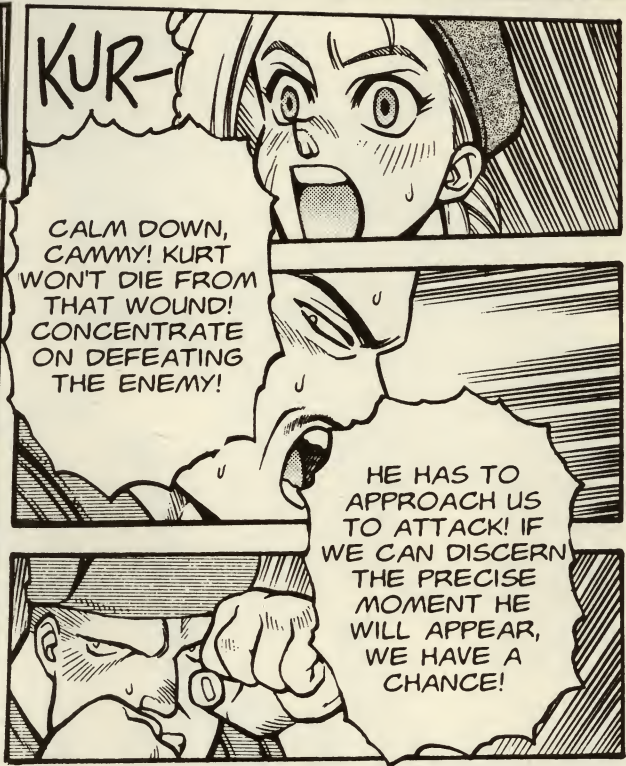
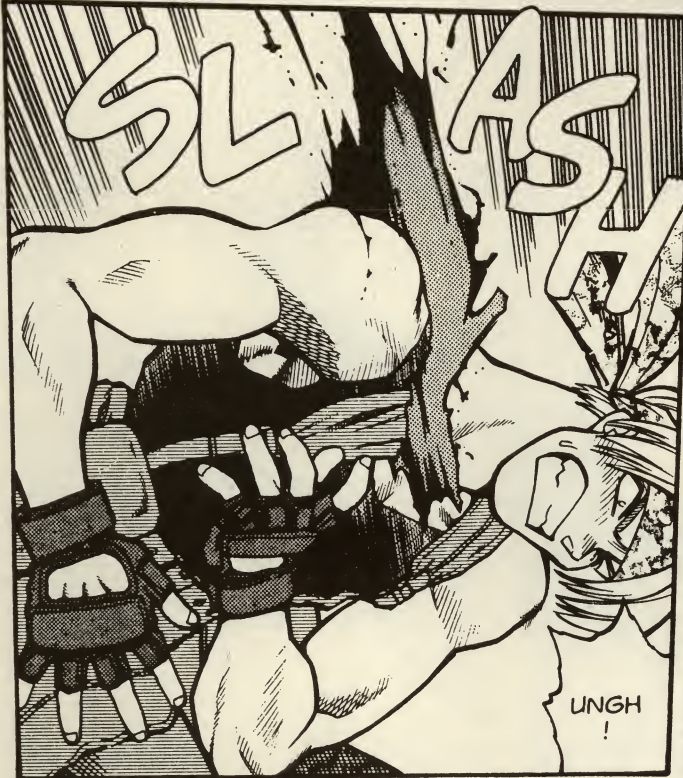
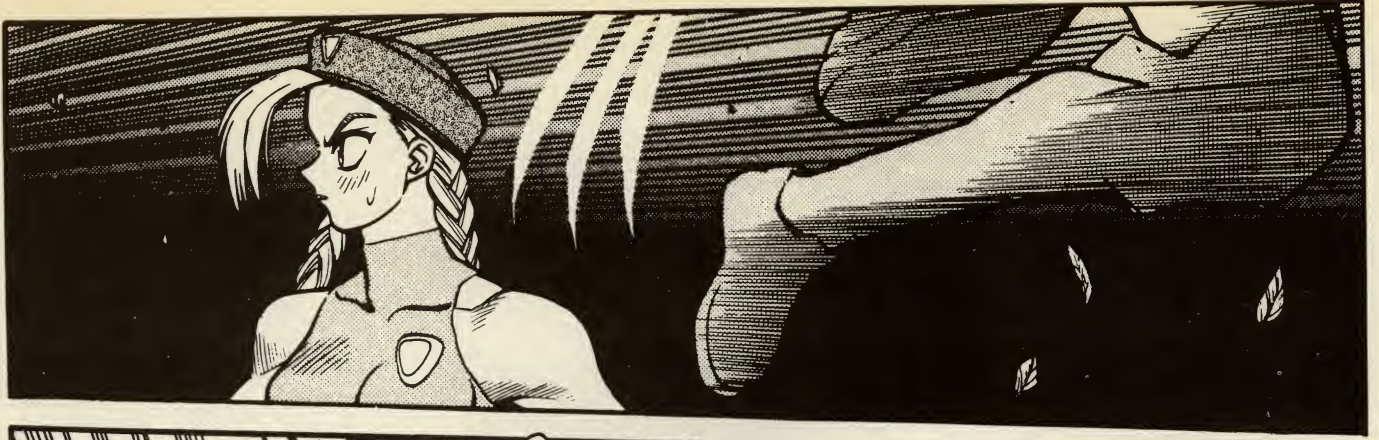
I WILL BE  
HONORED  
IF IT  
PLEASES  
YOU!



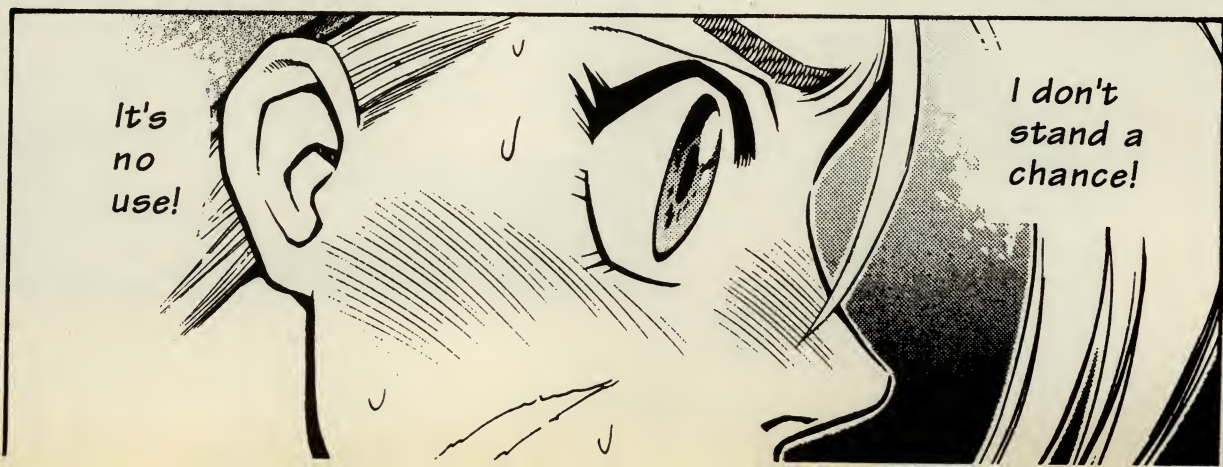
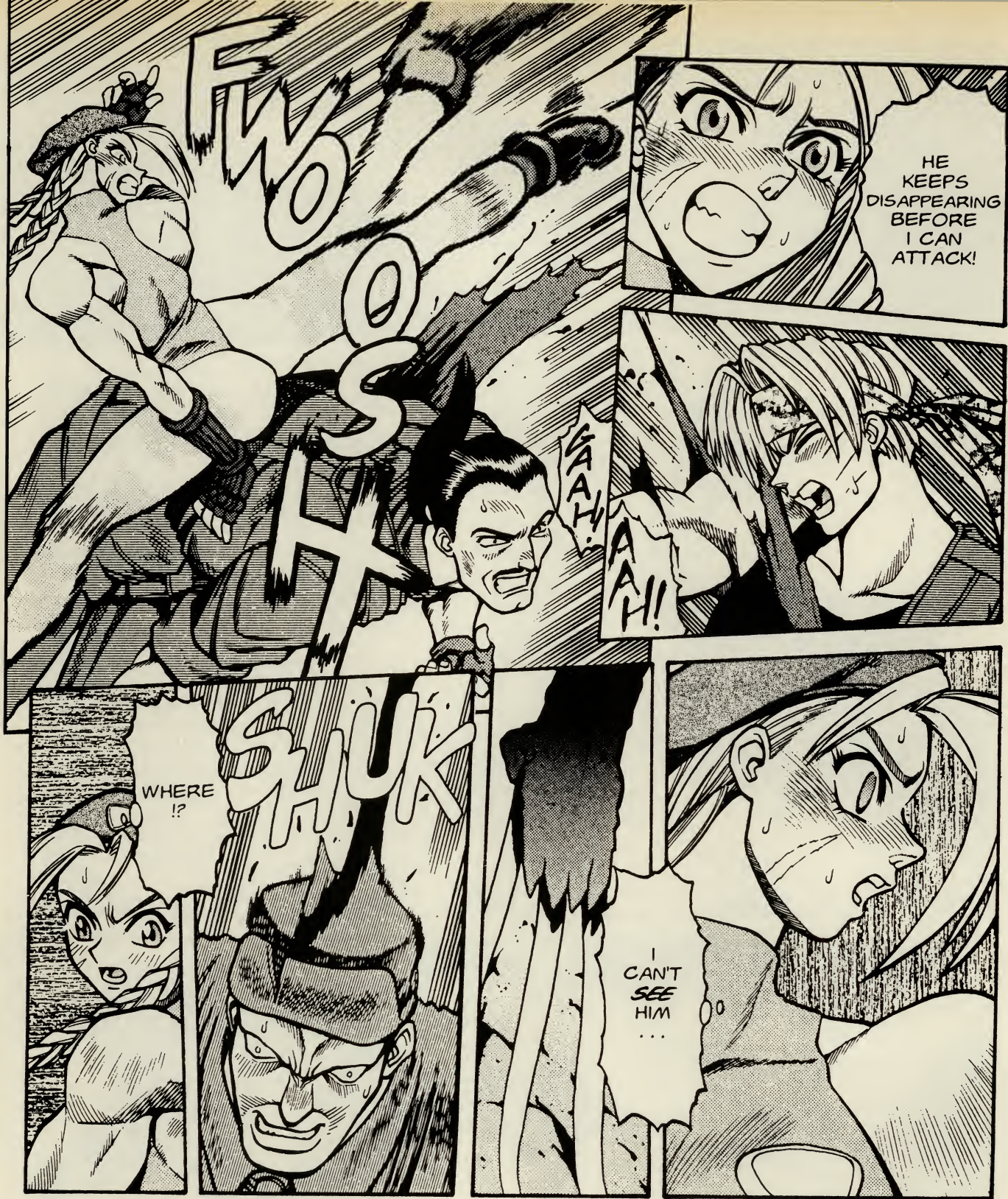
HEY  
... WHAT  
MAKES  
YOU THINK  
WE'RE NOT  
UP TO THE  
ROLE?  
YOU  
FREAK!



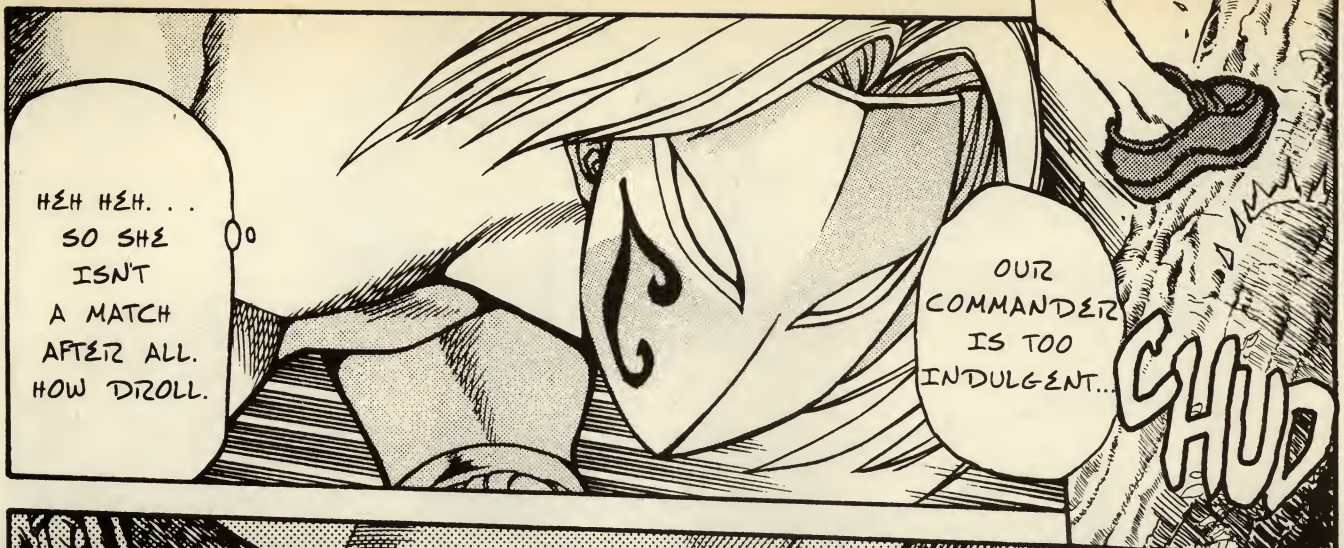








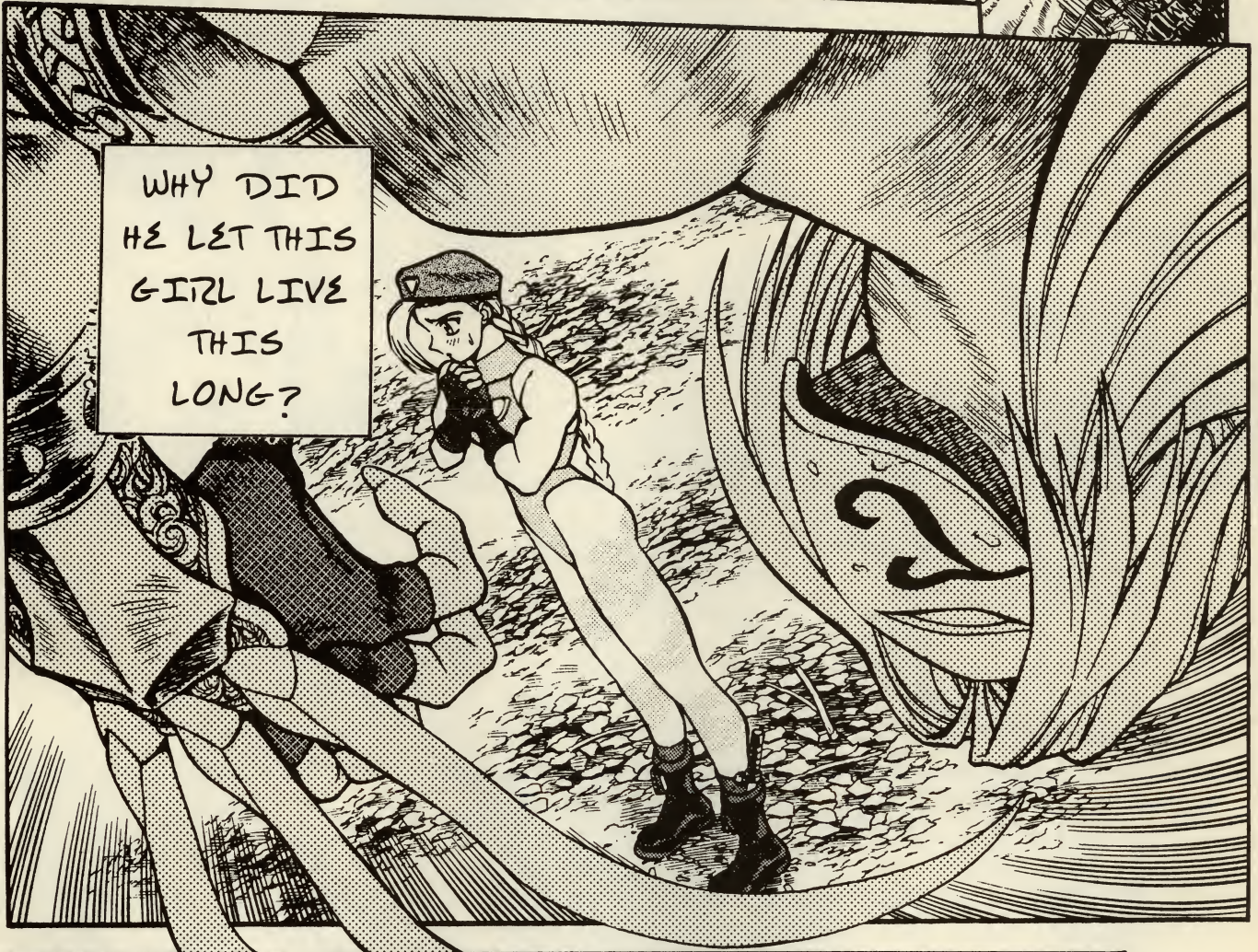




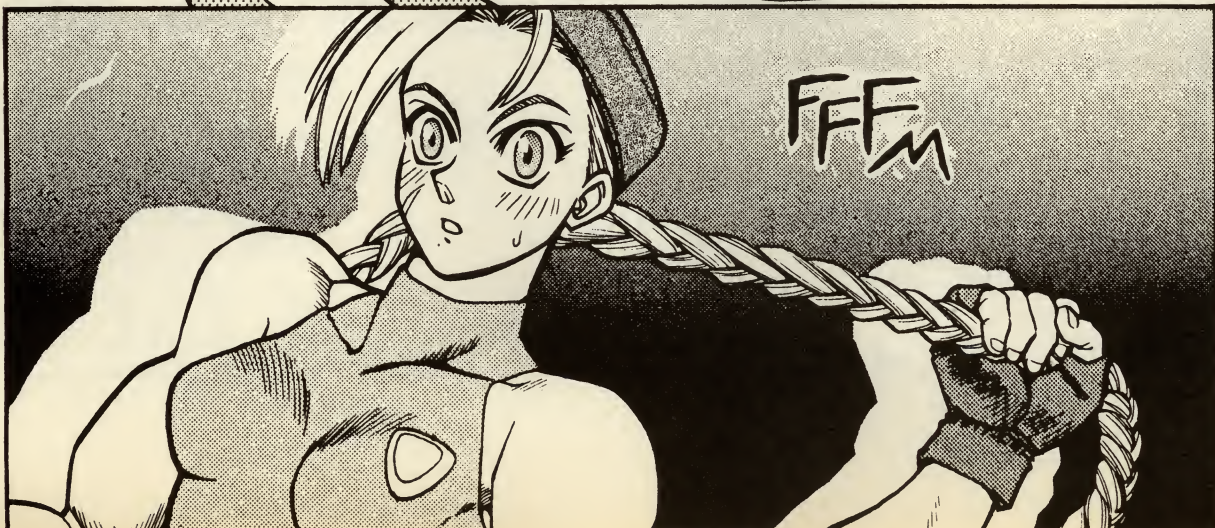
HÉH HÉH...  
SO SHE  
ISNT  
A MATCH  
AFTER ALL.  
HOW DROLL.

OUR  
COMMANDER  
IS TOO  
INDULGENT...

CHUD

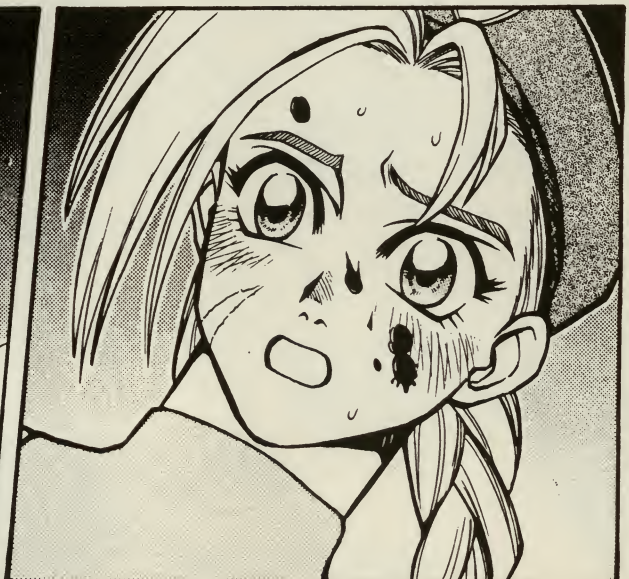
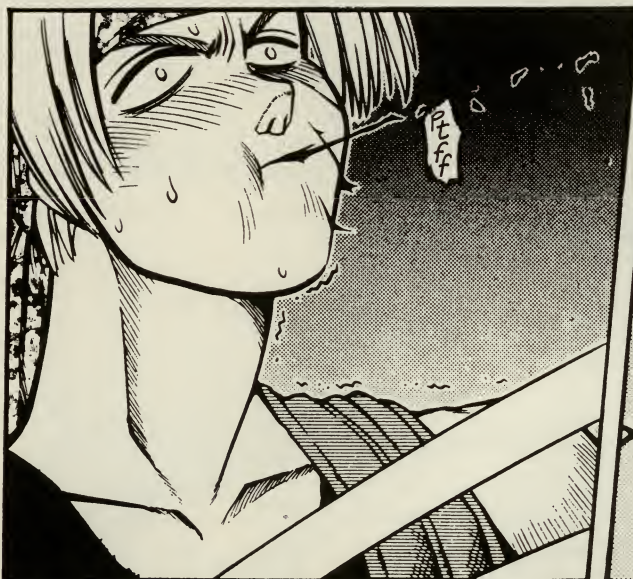
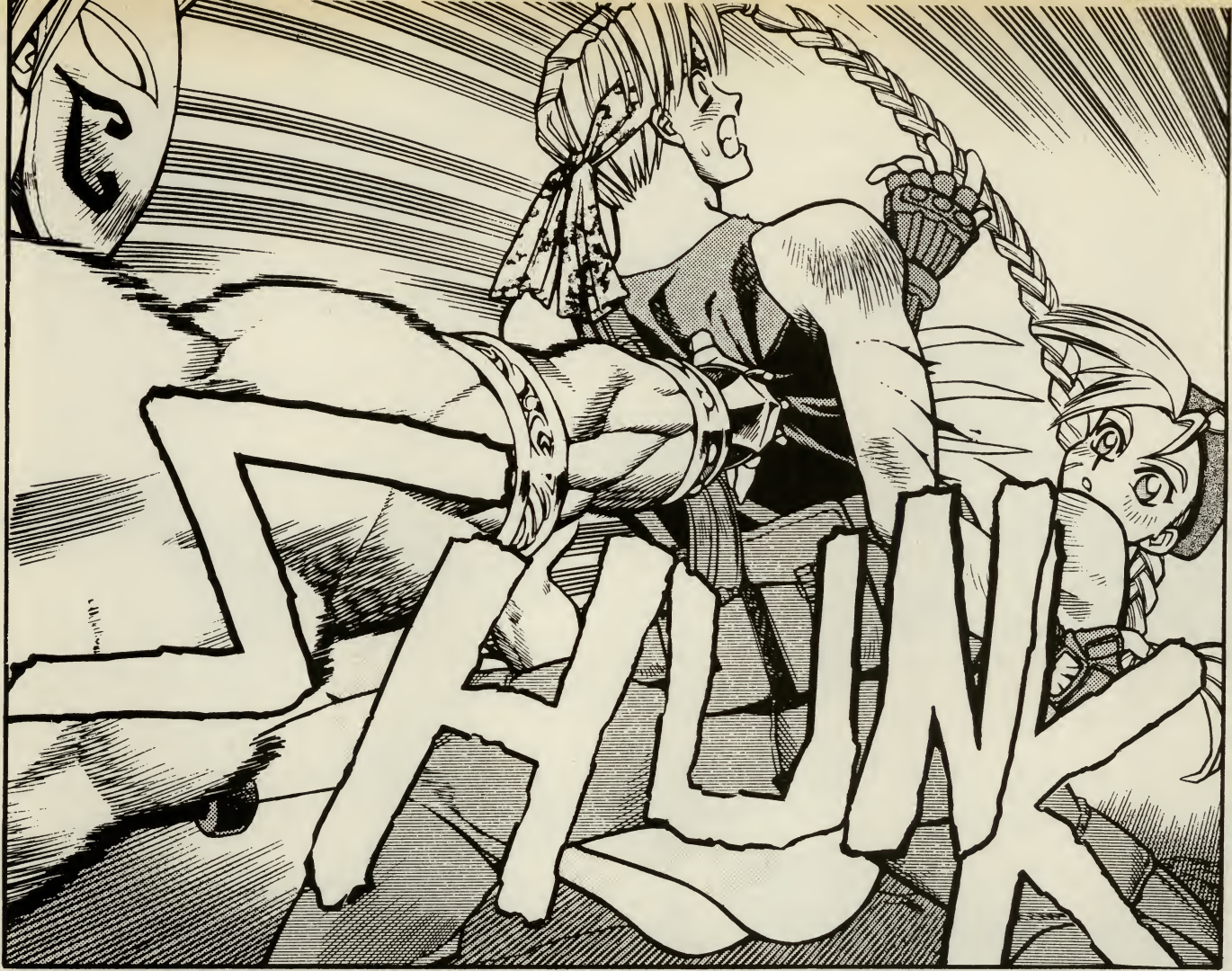


WHY DID  
HE LET THIS  
GIRL LIVE  
THIS  
LONG?

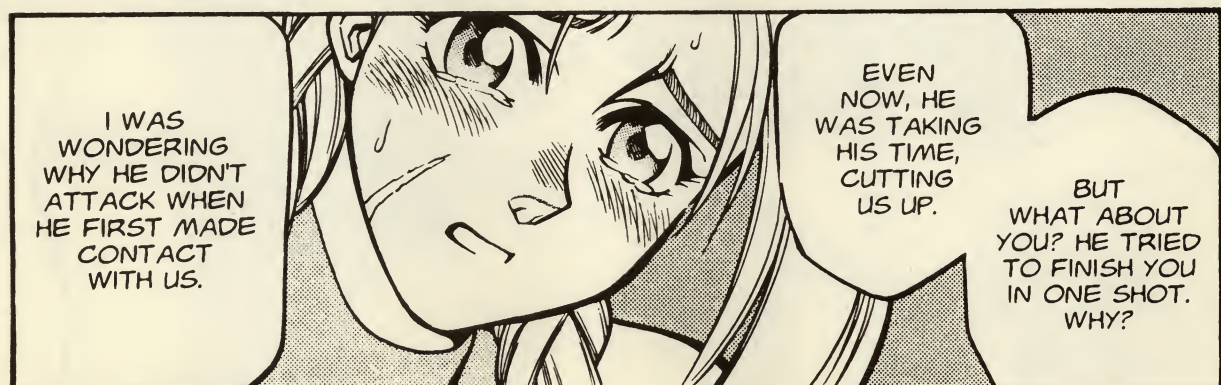
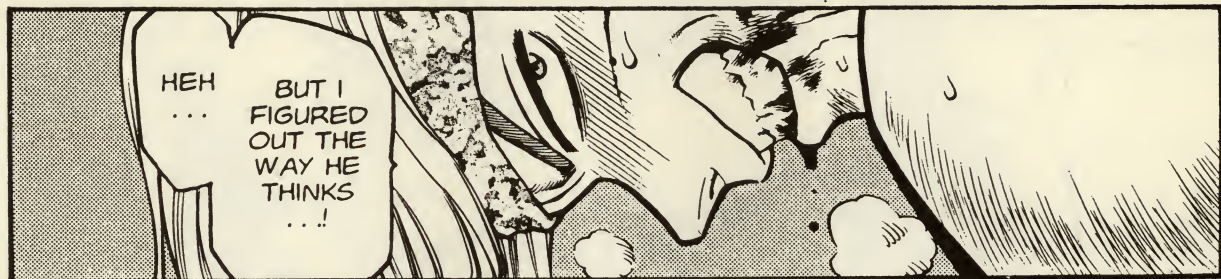
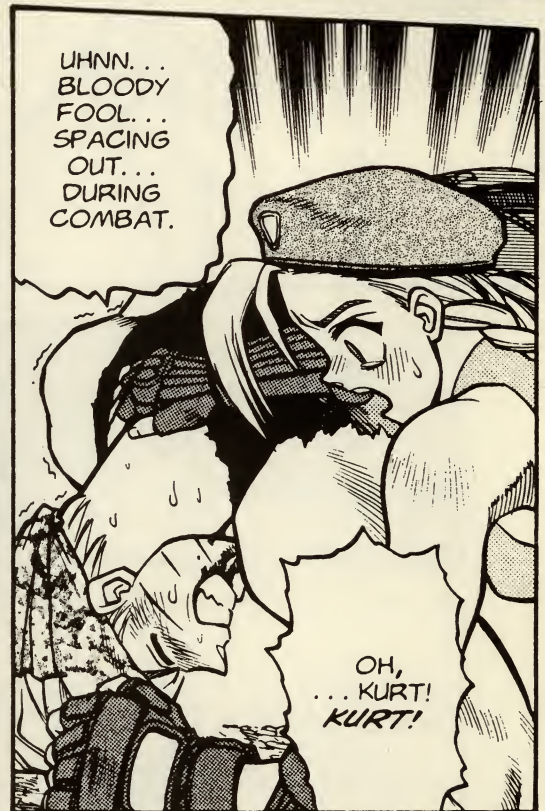
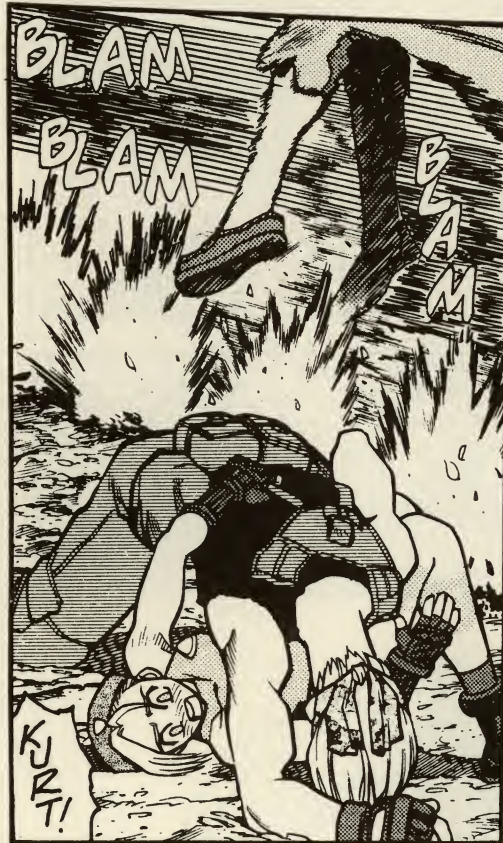


FFEM

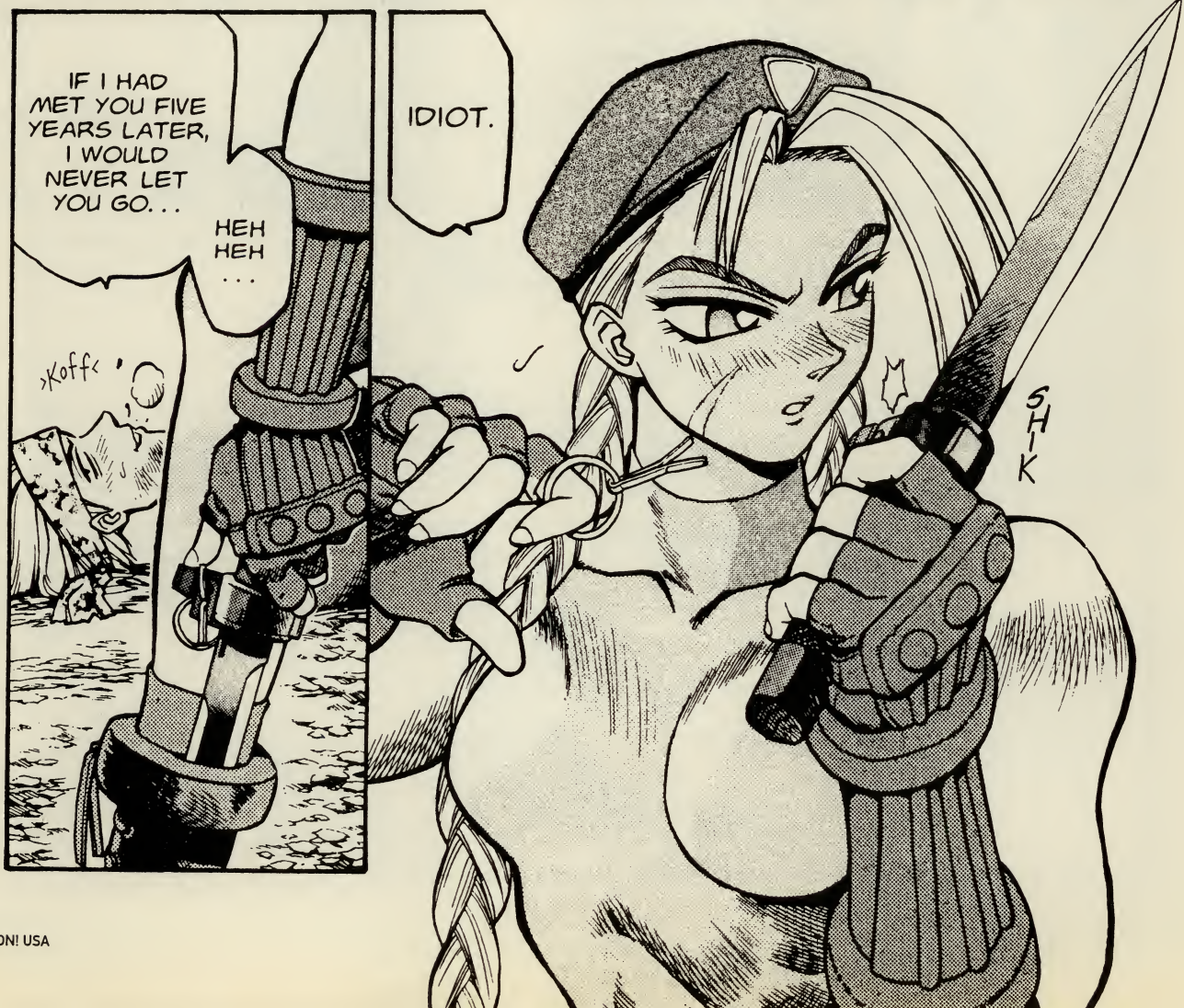
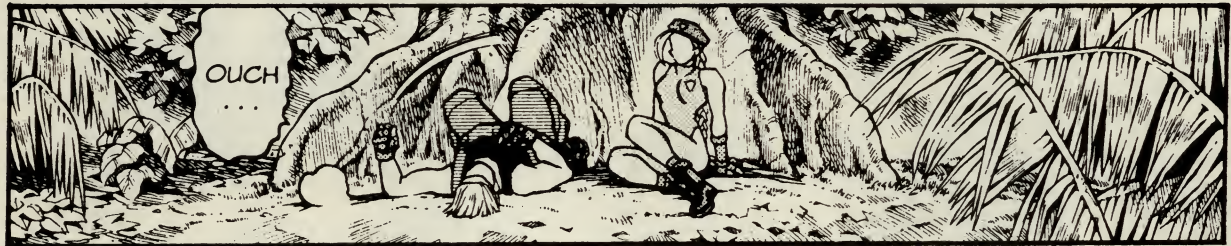
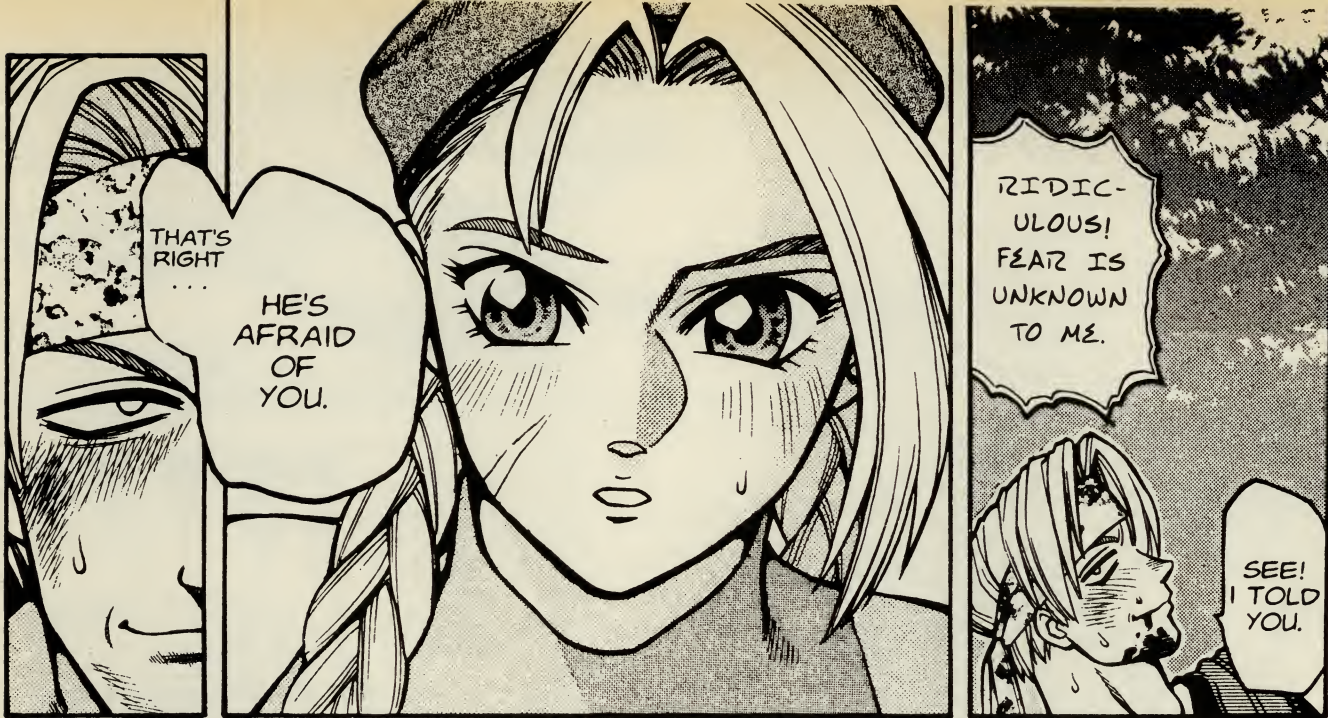




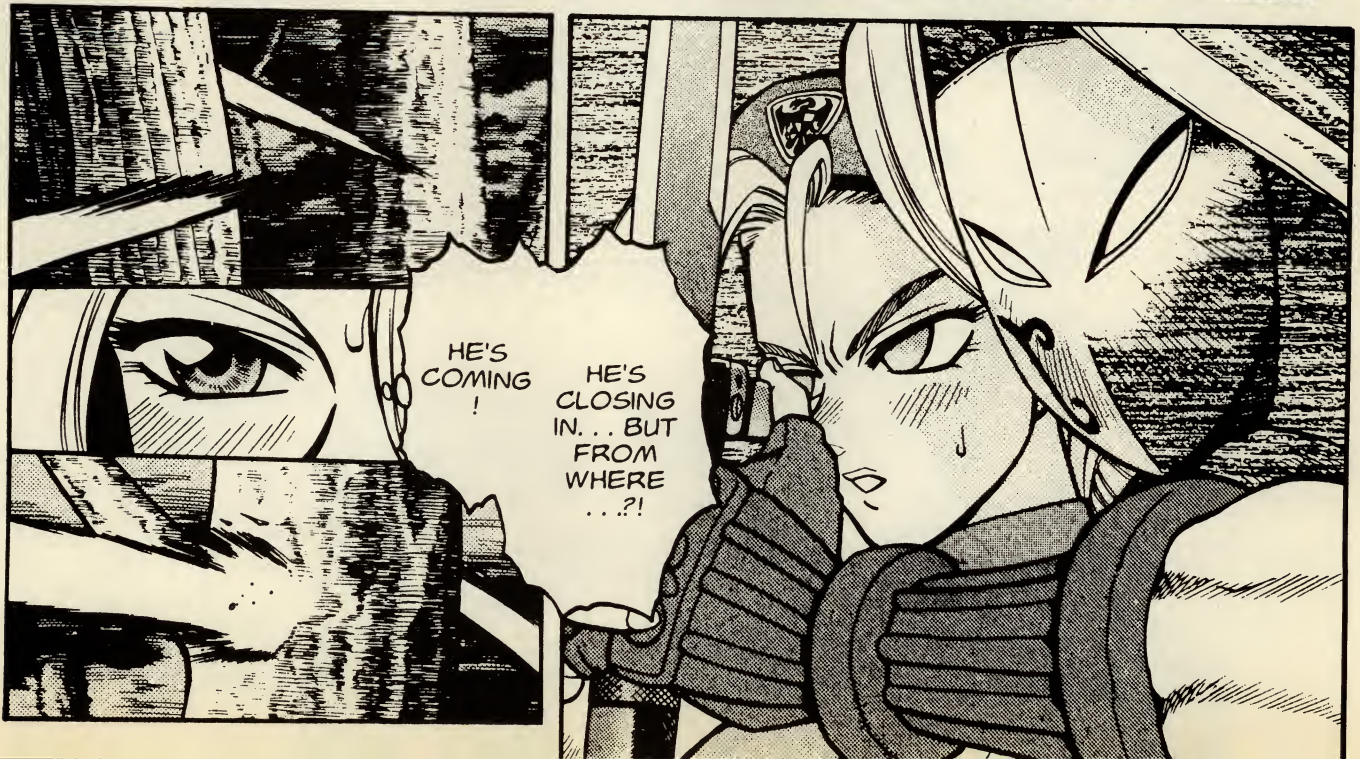
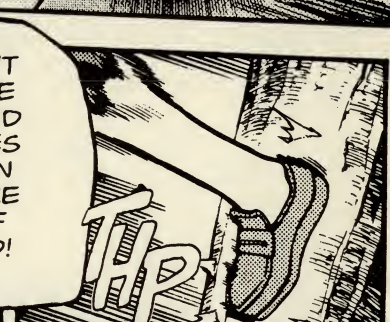
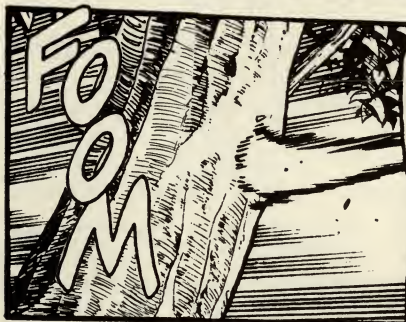
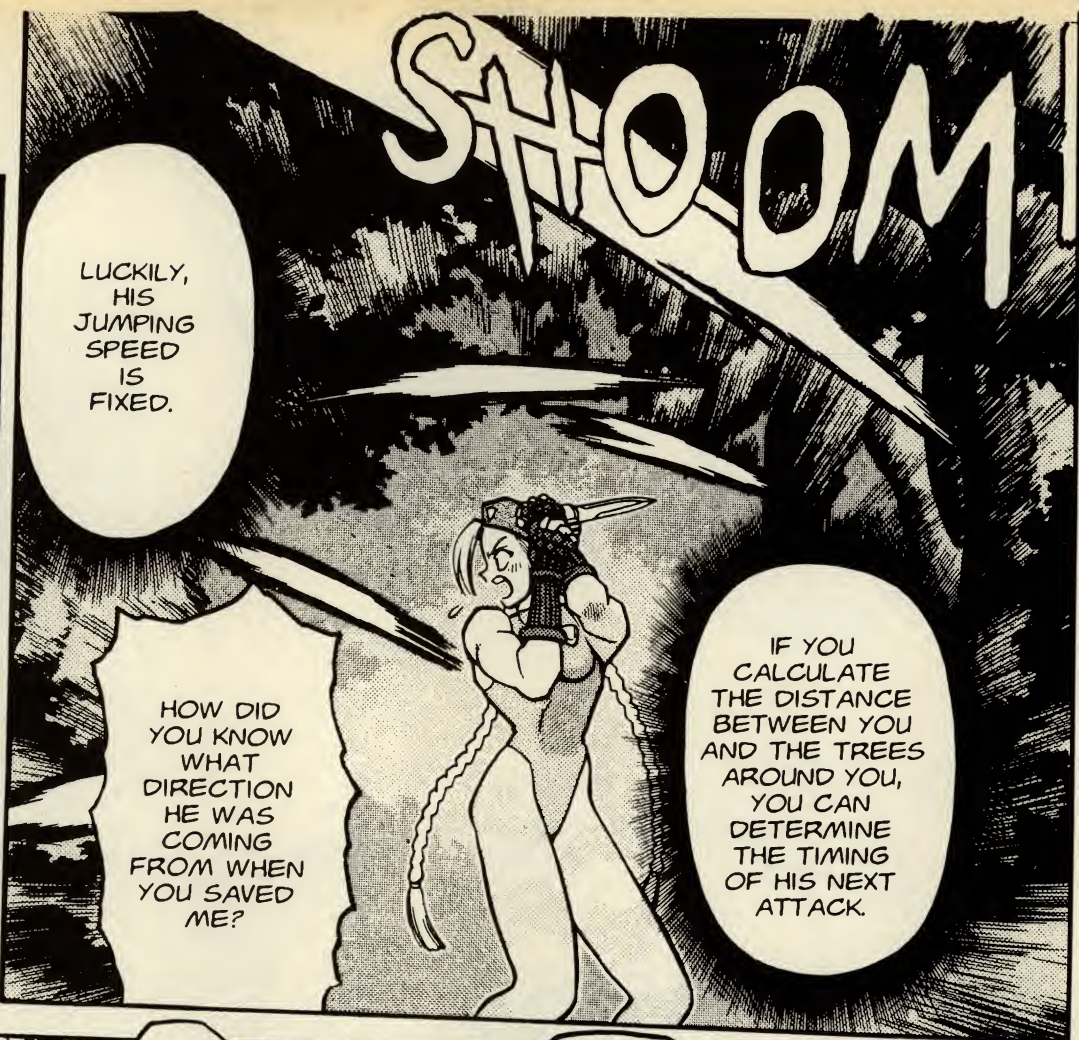




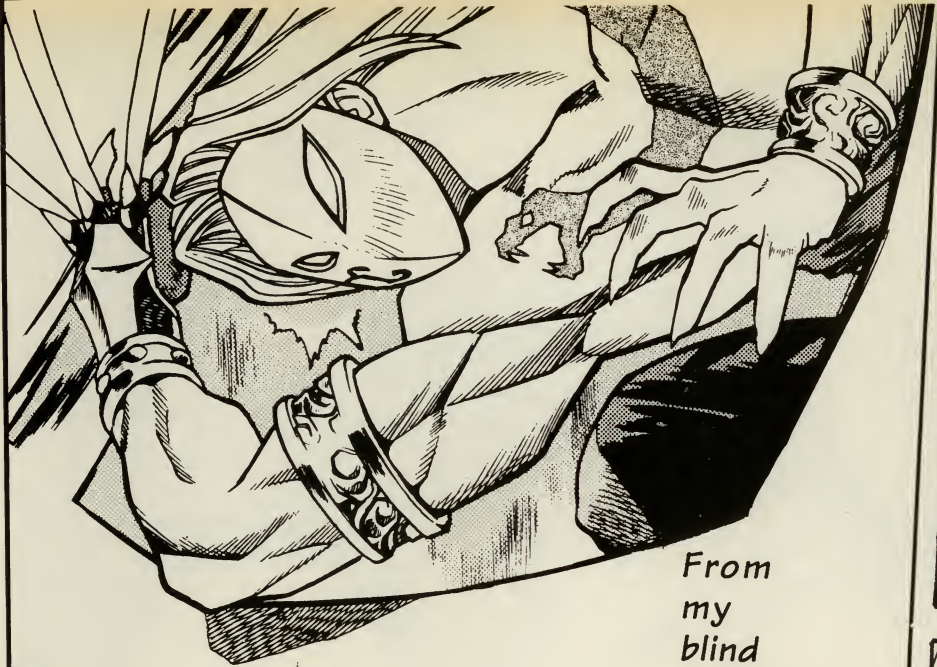




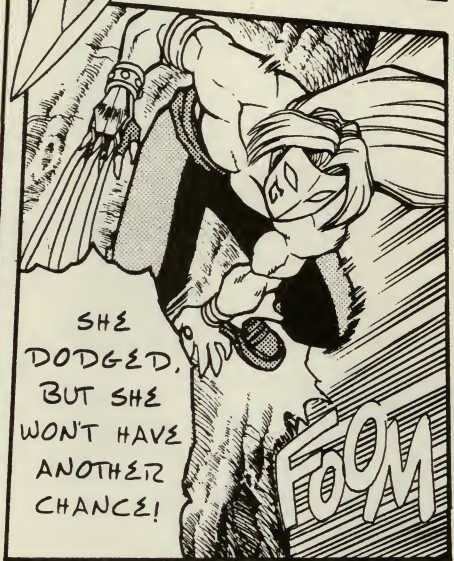
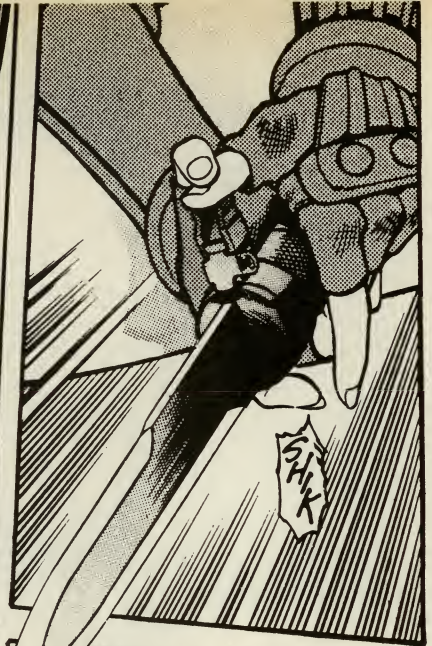
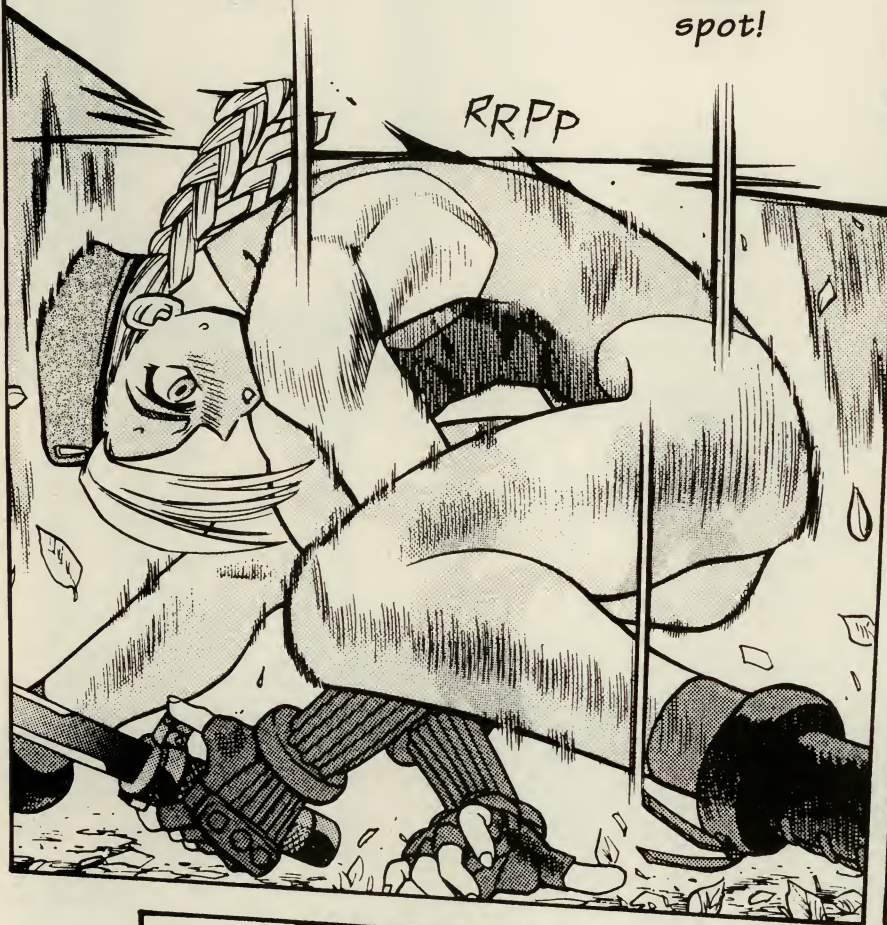








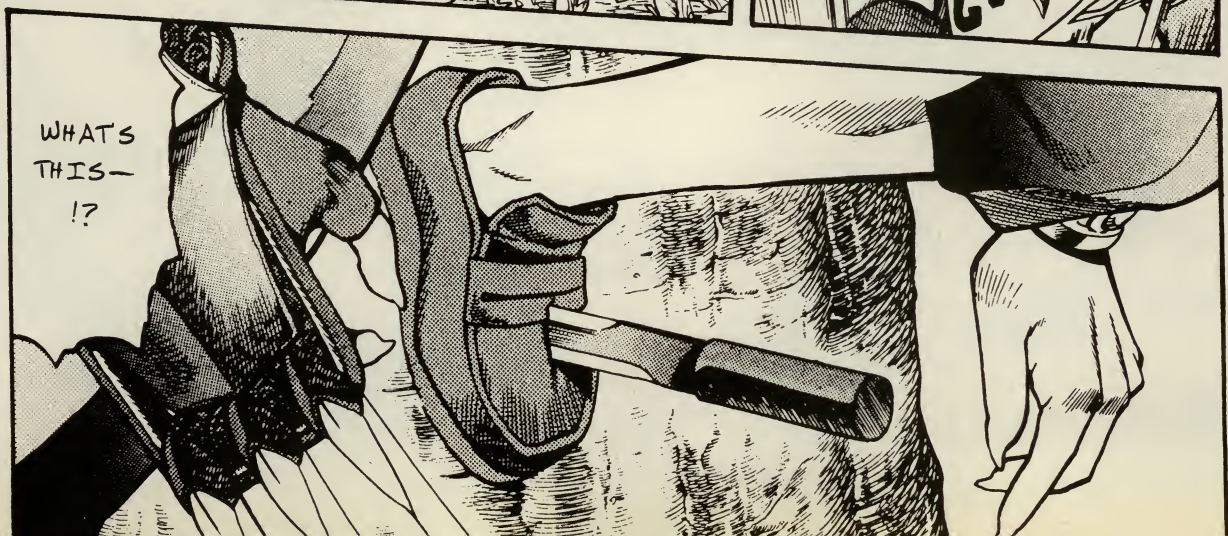
From  
my  
blind  
spot!



SHE  
DODGED,  
BUT SHE  
WON'T HAVE  
ANOTHER  
CHANCE!

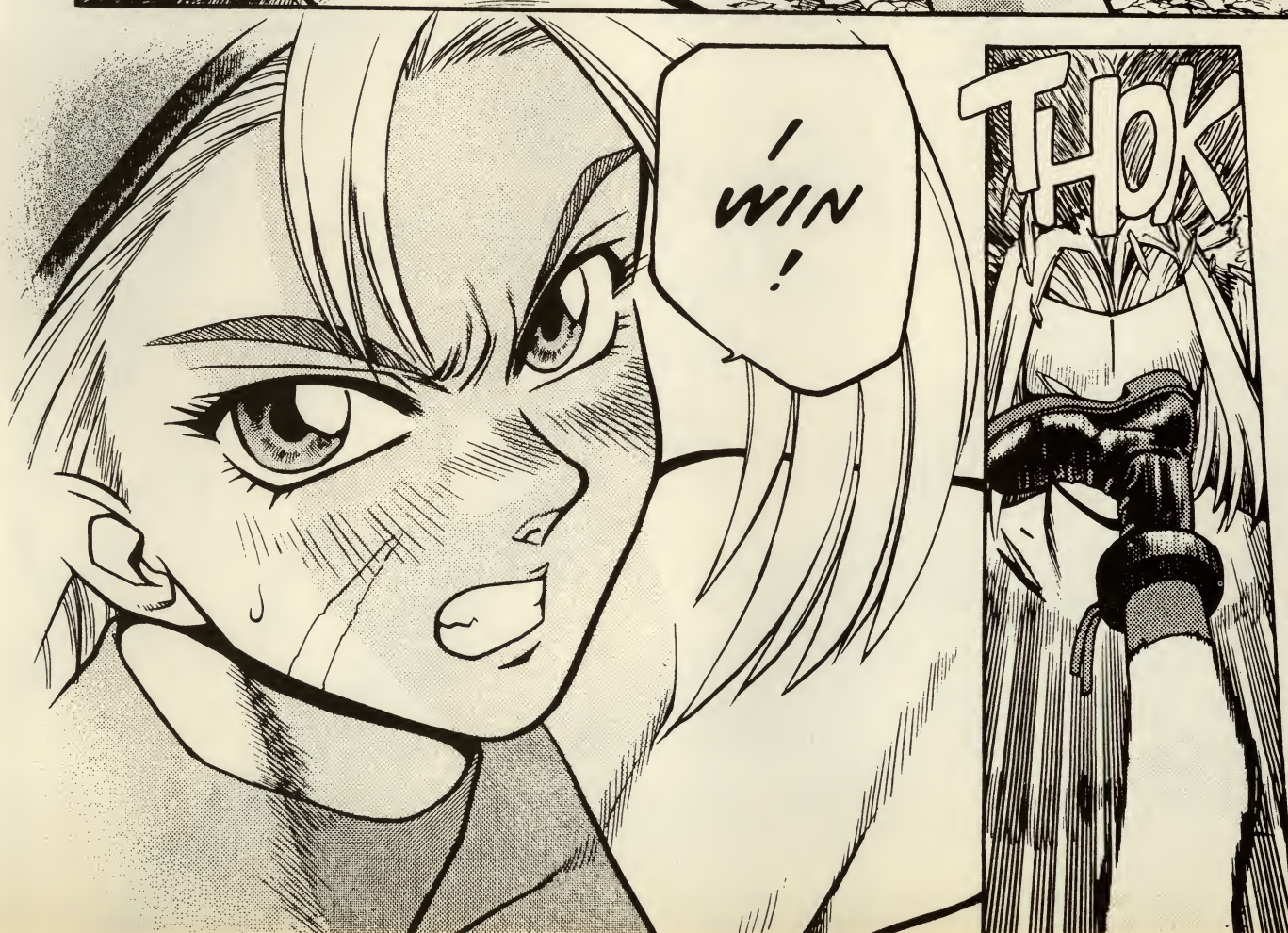
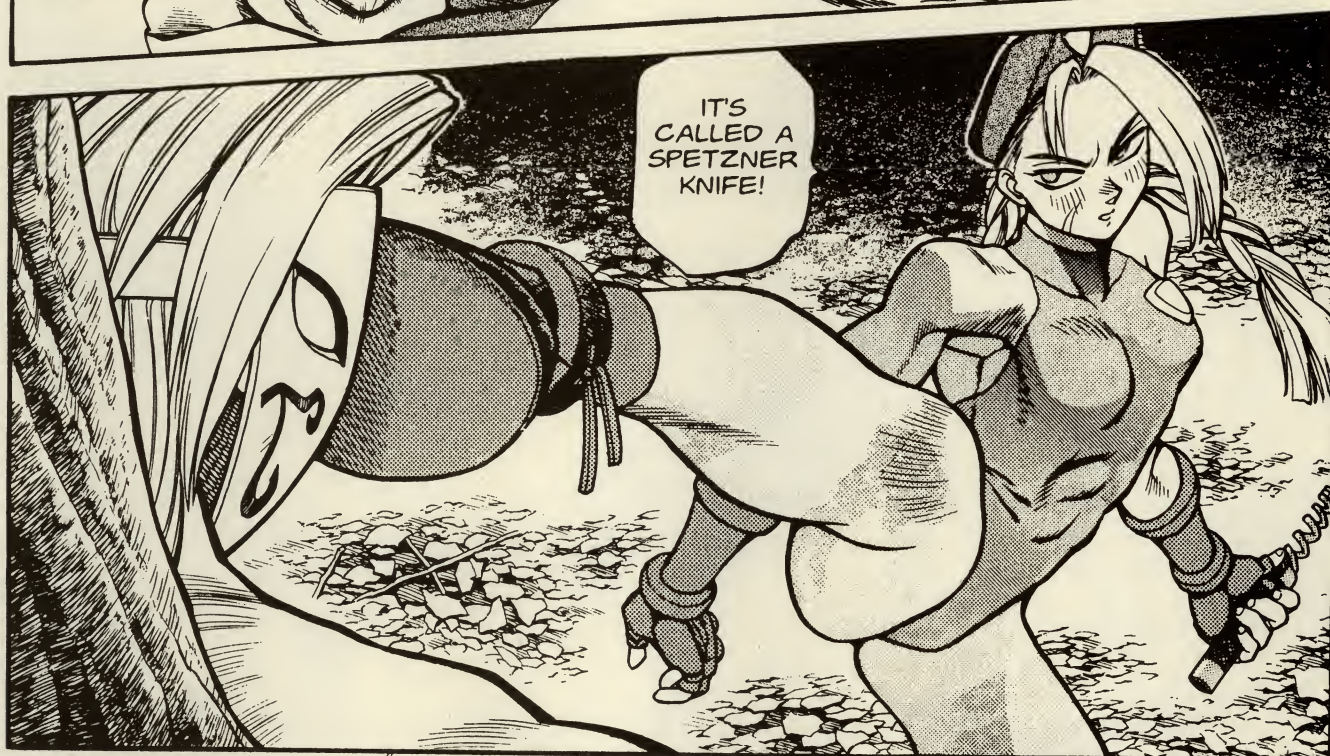
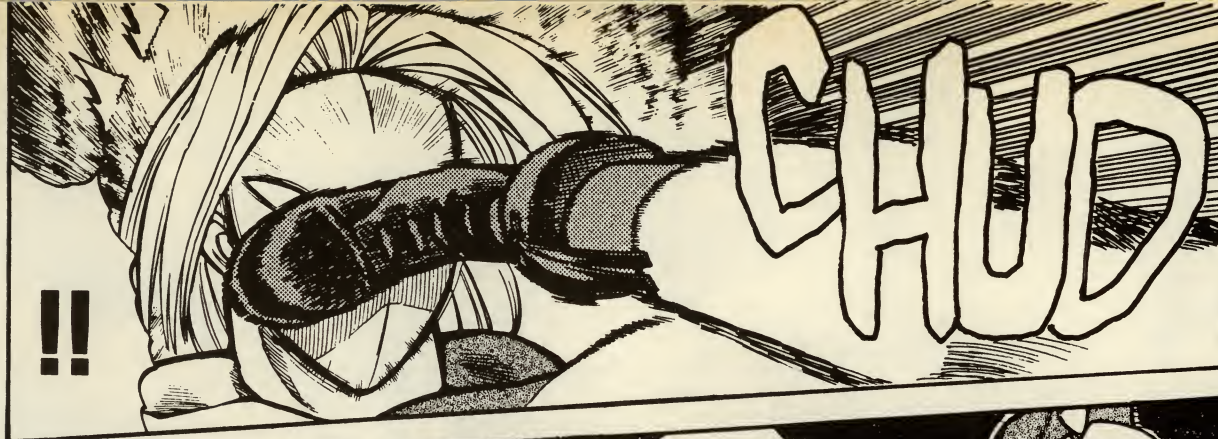


UH  
!?



WHAT'S  
THIS—  
!?



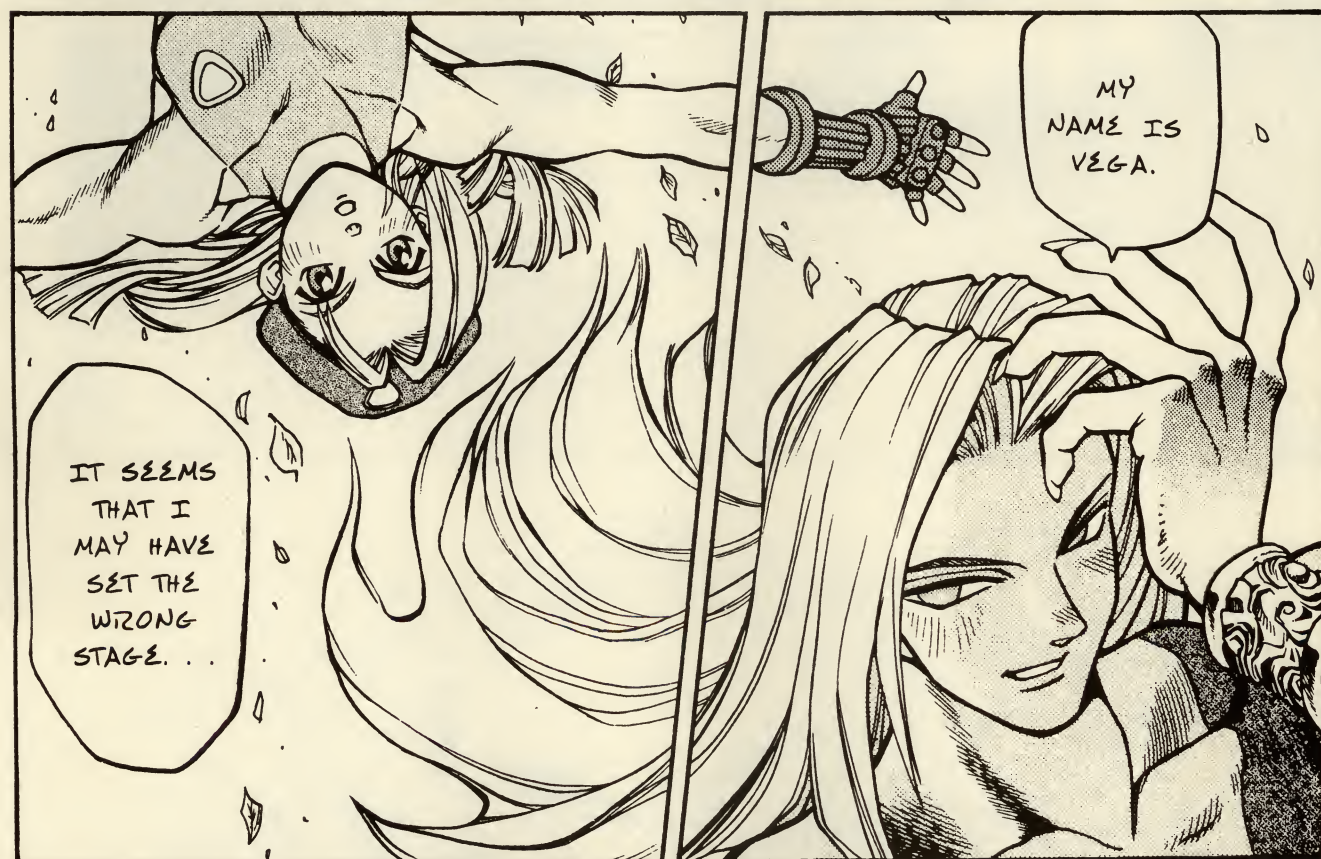
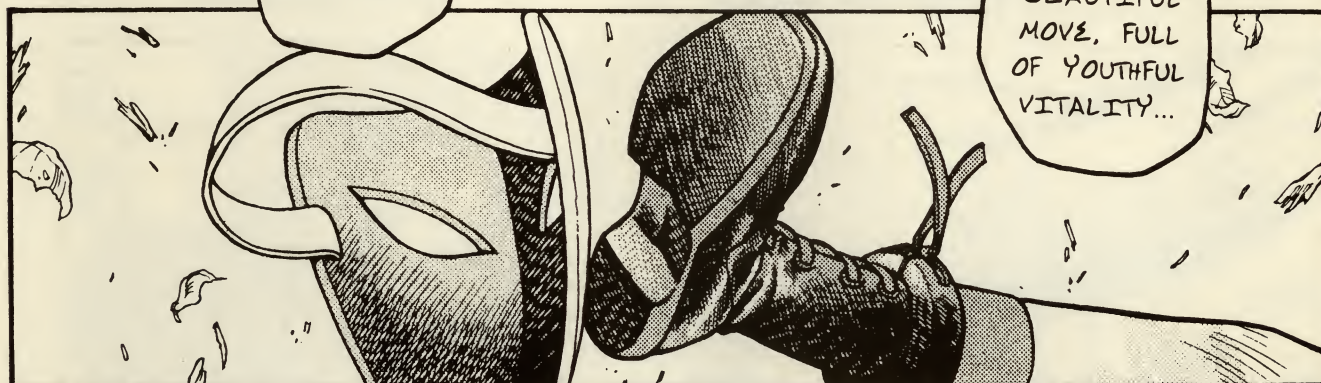
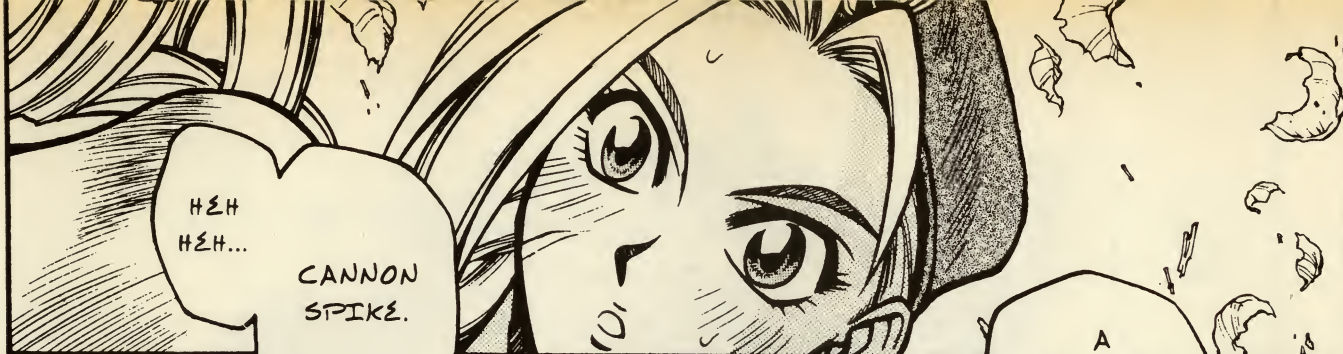




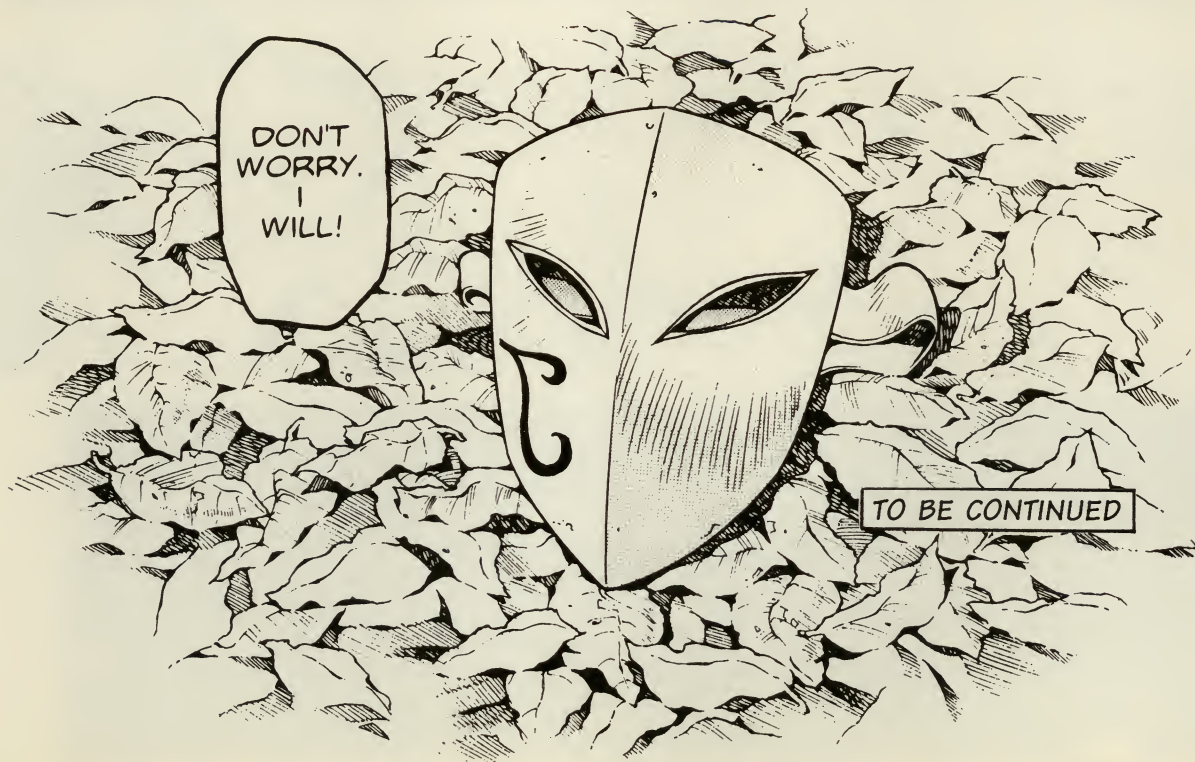
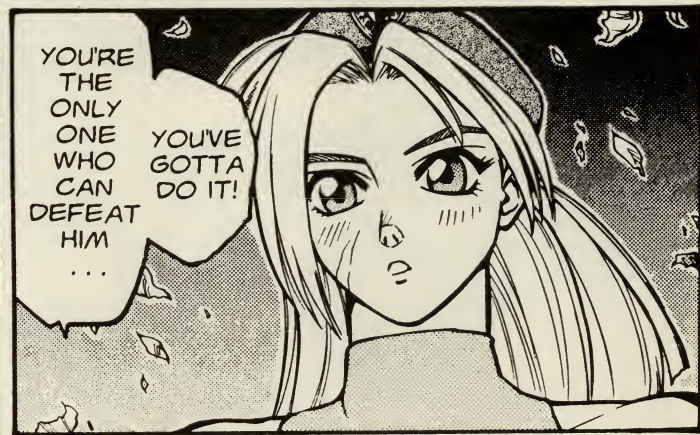
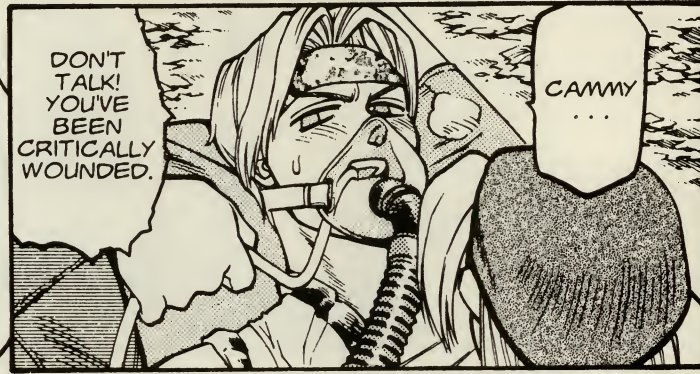
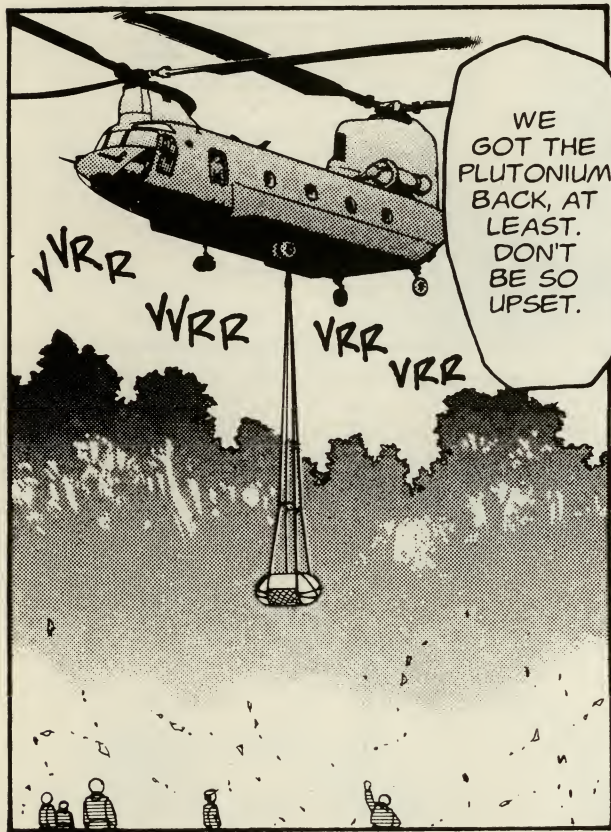
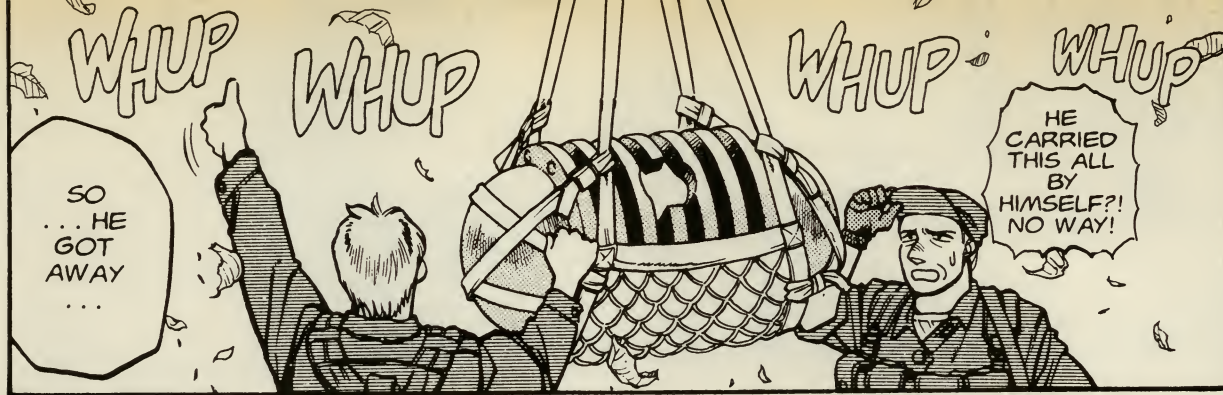


CANNON  
SPIKE!!











What are we hearing? More pages, more hints and tips, more game info! (Well, we were *going* to print a complete move list for *Virtua Fighter 3*, but our reporter was captured sneaking around Sega HQ and is being used in horrible motion capture experiments. They mean business with that "No cameras" sign around *VF3* showings...)

## YES VIRGINIA, THERE IS A GUILLE

Dear Game On! USA,

I just recently got your first two issues and I must say that the game info/manga combo is really cool. It would be even better if you could make the game info (and related paraphernalia) section bigger (but without decreasing the size of the manga comix)! Since *Game On! USA* focuses mainly on Japanese games, I'm looking forward to seeing lotsa *Street Fighter* in it! Oh, and lotsa Guile! I love Guile; he's my absolute favorite character! I mean, whatta *hunk*! Speaking of which, will he be in *Street Fighter 3*?

I've also got a couple of questions. Why do games always seem to over-favor the female characters? They're always the "star attractions" and the ones who are given the most publicity. I understand that the target audience for vid games is teenage boys, but I think it's unfair to us girls. I don't know about other female gamers, but I would personally much rather see pics of Guile than several scantily-clad, brainwashed women toting whips.

Also, I was wondering—does Cammy have any special feelings for Guile, or vice versa?

The world's biggest Guile fan,  
Jen Seng  
Westborough, MA

We agree, Jen. It'd be interesting to see the cast a fighting game would have if the developers weren't nearly 100% male, as (unfortunately) usually is the case. (Though AM2 has a female staffer, Mika Kojima, who did *VF3* character modeling.) Capcom isn't saying much about *STREET*

*FIGHTER 3*, but Ryu is the only 100% confirmed returning character! However, the popularity of Sakura in *SFA2* does seem to foretell more

heavily hyped women in that series. BTW, thanks for the picture, Jen! We're saving it to print later, in color.

## STRIPPED-DOWN SAILOR MOON

To the good people at *Game On! USA*,

In the future, how's about reprinting some *Sailor Moon* or *Magic Knight Rayearth*? That would be splendid. You could also do game reviews of *Langrisser III*, *Neon Genesis Evangelion*, and such "strip mah-jongg" software as *Super Real Mahjongg P.V.I* and *Can-Can Bunny*. It's a thought.

Mr. Charles E. Kusiak  
Macomb Twp., MI

*SAILOR MOON* is a cool show, but we only print manga based on games. Otherwise, the want list would get pretty long!

Incidentally, you demonstrate something we've noticed in a few other letters. There's a contingent that wants *SAILOR MOON* coverage, and a (smaller) contingent that wants 18-and-older things like "strip mah-jongg" games. Due to the extreme range of Japanese games, we could easily become a split-personality gaming magazine if we wanted to. In the interests of appealing to most people, we'll have to recommend the Internet or your local importer for info about such "adult" games. In addition, Sega of Japan has bowed to parental groups and is now forbidding nudity in mass-market games. Good luck!

However, we do plan to have an article on simulation games (some of which are coming to American PCs) in a future issue. There, I bet half of you didn't know games like this even existed...

## A STREET FIGHTER PURIST SPEAKS

Greetings, I wanted to let you know how much I enjoyed the first issue of *Game On! USA*. As a devout *Street Fighter* nut, I can't tell you how nice it is to see a magazine treating this legendary series with the respect that it's due.

That said, Raymond Pat's review of *SFA* for PlayStation was sorely inaccurate. Tell him to buy an arcade joystick for his PlayStation and play the game again. I pull off Level 3 Supers no prob. Also, Guy is anything but a Fei Long clone, and Adon is *not* a Balrog lackey. And, just so you know, Ryu and Ken are ten times as interesting as everyone in *Tekken 2* put together.

That review, plus one other thing, were the only bad things in this issue. The other thing was in the "Out of the Arcades" section where you state that "many fans approved of the English dubbing" in *Street Fighter 2: The Animated Movie*. Hah! I haven't met any. Everyone I talked to hated everything about the dubbed *SF2* animated movie. Voice acting: Ryu sounded like a twelve year old! I'm surprised his voice didn't crack! Music: We get the tone-deaf Cory Leiros on the score, in which he totally destroys the mood the director intended for *every scene in the movie*. Ugh! The pain! The only thing they did right was that they pronounce Ryu correctly. [We hate hearing "Roy," too—Ed.]

As you can tell, I'm a hyper purist, so if I like something, it has to be high quality, and I like *Game On!*. Here's to many years of success.

Patrick Little  
Elizabethton, TN



Noël Brand  
The Netherlands

You weren't the only one to argue about Raymond's *SFA* review, Patrick, but Raymond stands by his controversial opinion. About *STREET FIGHTER 2: THE ANIMATED MOVIE*, it may have been presumptuous to speak for fans, but Renegade Video seemed to be trying to pull in the non-fan audience that wasn't familiar with anime (hence changing the music, cutting the shower scenes, etc.). Purism vs. commercialism seems to be an eternal struggle. For that matter, who hasn't noticed changes in the U.S. versions of Japanese games?

## Fan Art Wanted!

The contributors on this page are the brave ones who sent in fan art *without being asked to!* But now you know "the water's fine," so send in yours! Send your illustrations and we'll print them each month. The only guidelines are as follows: (1) Avoid using pencil or binder paper (color pencils are okay, but don't reproduce as well as pens). (2) **NO LARGER THAN 8 1/2" x 11"** (3) It doesn't have to be on the envelope. (4) **LABEL** the back of your art with your **NAME, ADDRESS, and AGE**. We're waiting for your designs!

When we run out of manga to read, we tear into your mail. Address correspondence to: **GAME ON! USA-C/O VIZ COMMUNICATIONS-P.O. BOX 77010-SAN FRANCISCO, CA 94107**, or via the Internet to **game\_on@sirius.com**. We are unable to answer mailed letters individually. Concise, typed letters have the best chance of being published. We reserve the right to edit for space or clarity.



Paula Dunlop  
Metairie, LA



# SAMURAI SHODOWN



## BATTLE SIX NETHERWORLD

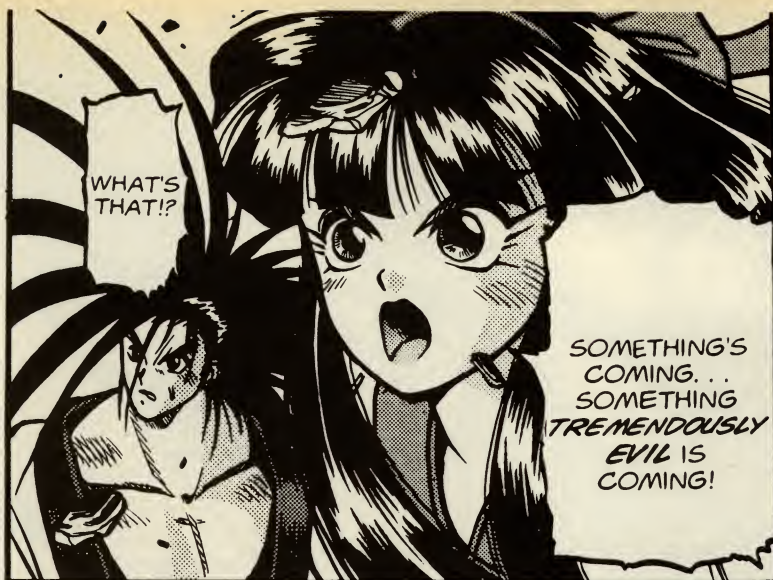
Story by **KYOICHI NANATSUKI**

Art by **YUKI MIYOSHI**

English Adaptation by **FRED BURKE & KAORU HOSAKA**

Lettering & Touch-up by **MARY KELLEHER**

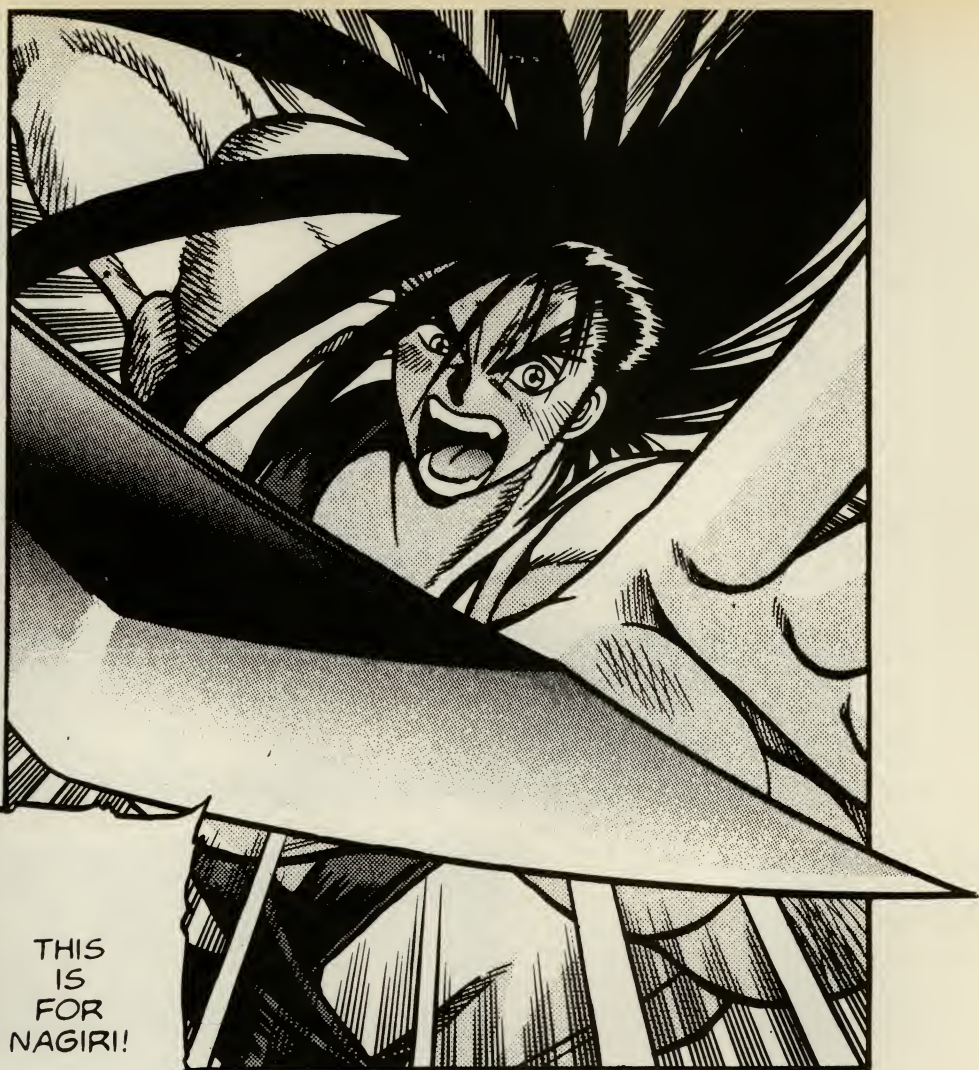








SHO-  
SETSU  
!!



THIS  
IS  
FOR  
NAGIRI!



HEH!!



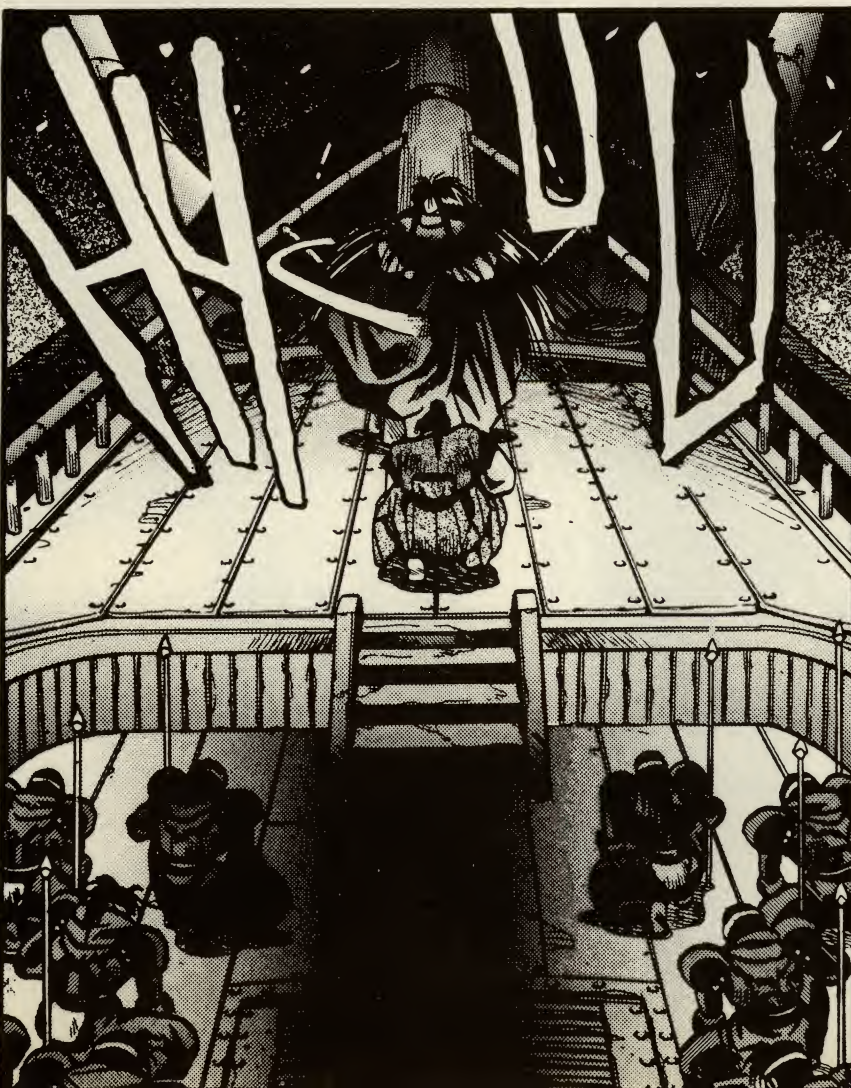
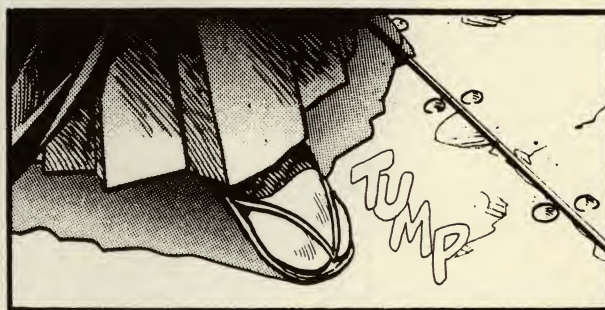
KRESH




THOK

UGH!









I AM  
SHIRO.  
COMMAND  
ME AS YOU  
DESIRE,  
*MASTER*  
*SHOSETSU*  
...




DO  
IT.

YES  
SIR!



BOOMBA-  
BOOM

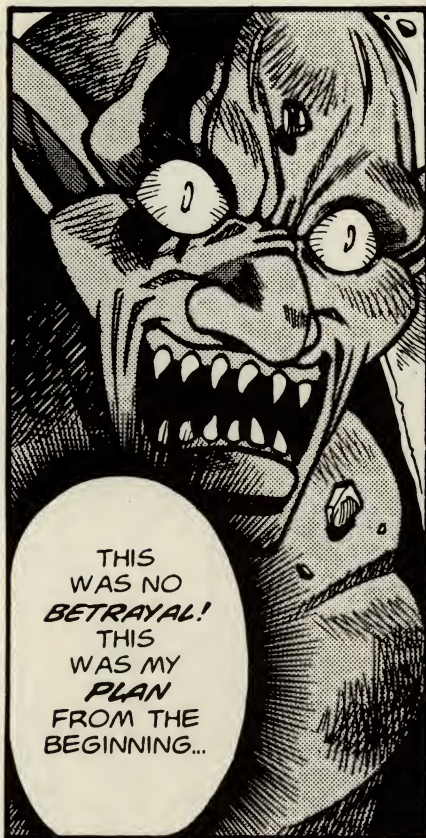


YRABLAH

MASTER  
SHOSETSU!

YOU  
TRAITOR!  
YOU  
BETRAYED  
US,  
SHOSETSU!





THIS  
WAS NO  
**BETRAYAL!**  
THIS  
WAS MY  
**PLAN**  
FROM THE  
BEGINNING...



NOW  
THAT  
I HAVE  
SUMMONED  
**AMBROSIA'S**  
ARMY...

I NO  
LONGER  
HAVE NEED  
OF YOU!  
YOUR WORK  
IS OVER,  
GEN-AN.



D-  
DAMN  
YOU...  
DARK  
ONE!

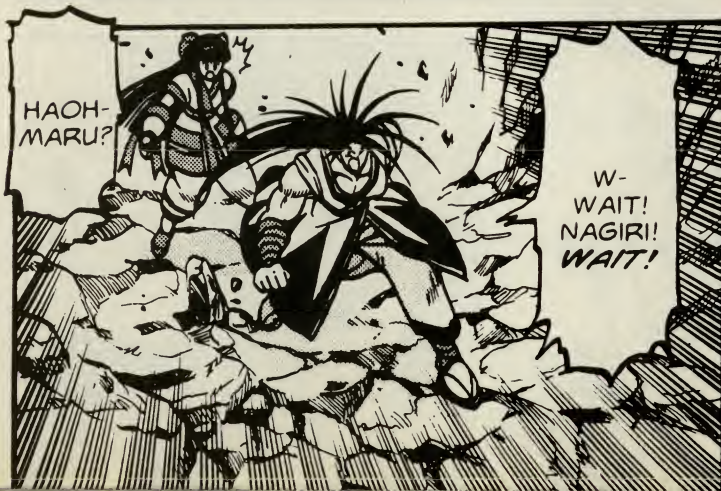
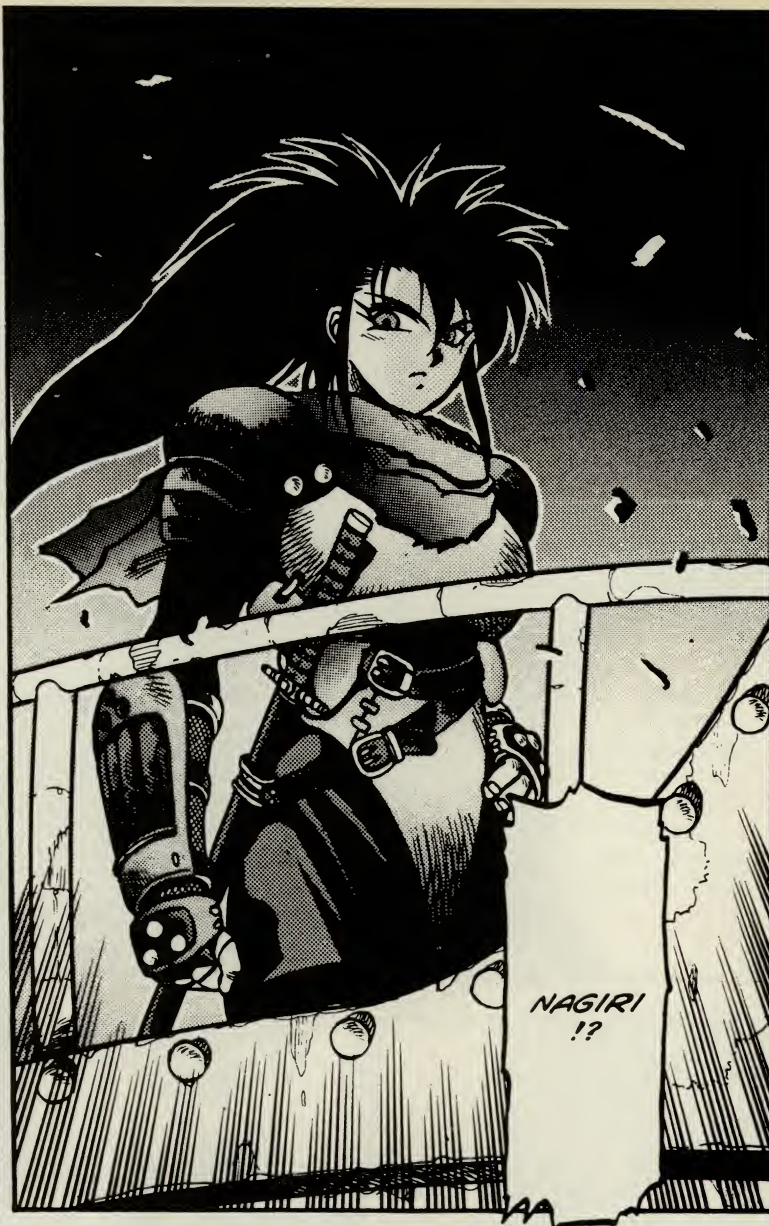


FS  
FS  
FS  
FS

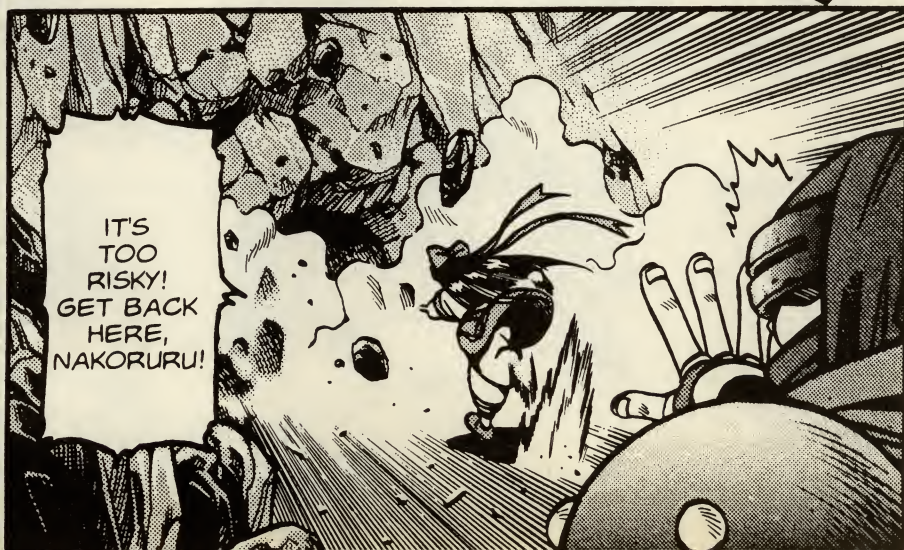
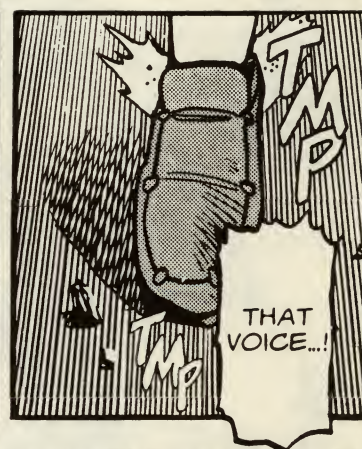


TH-  
THAT'S...

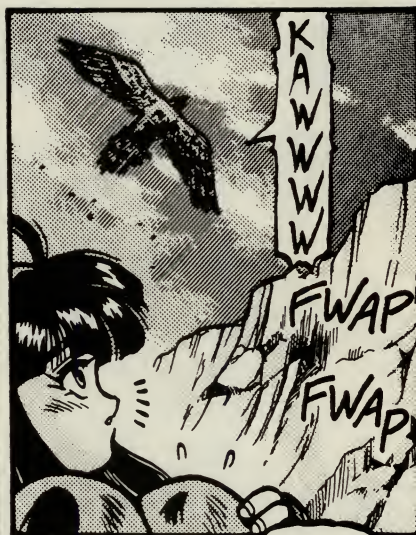
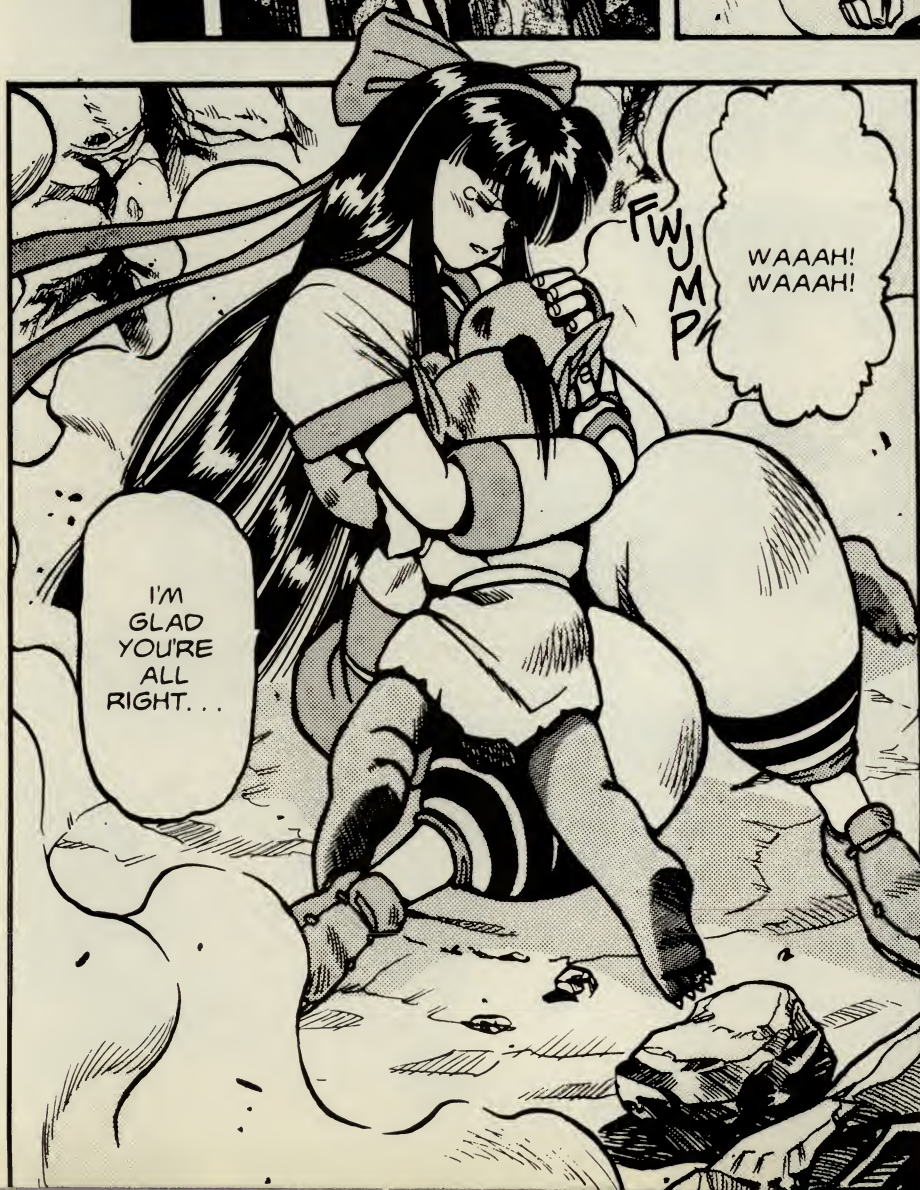
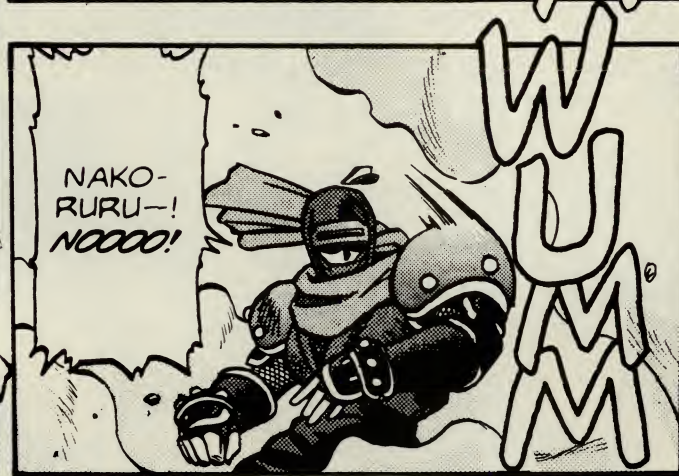
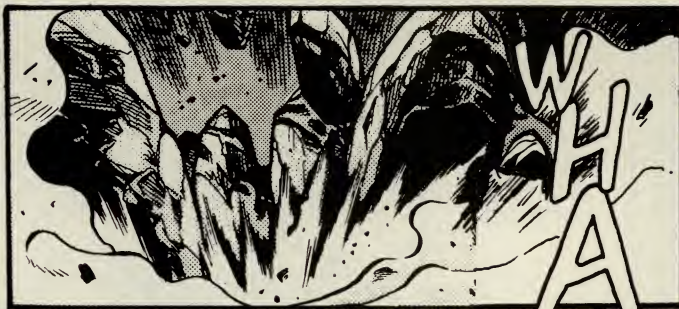




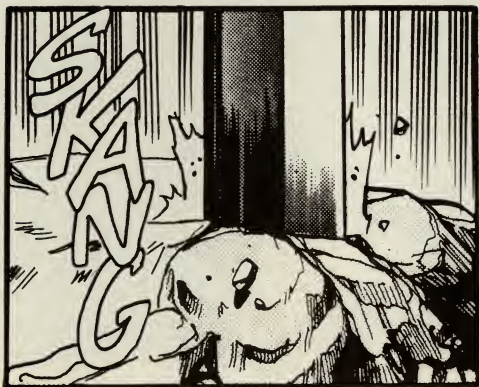






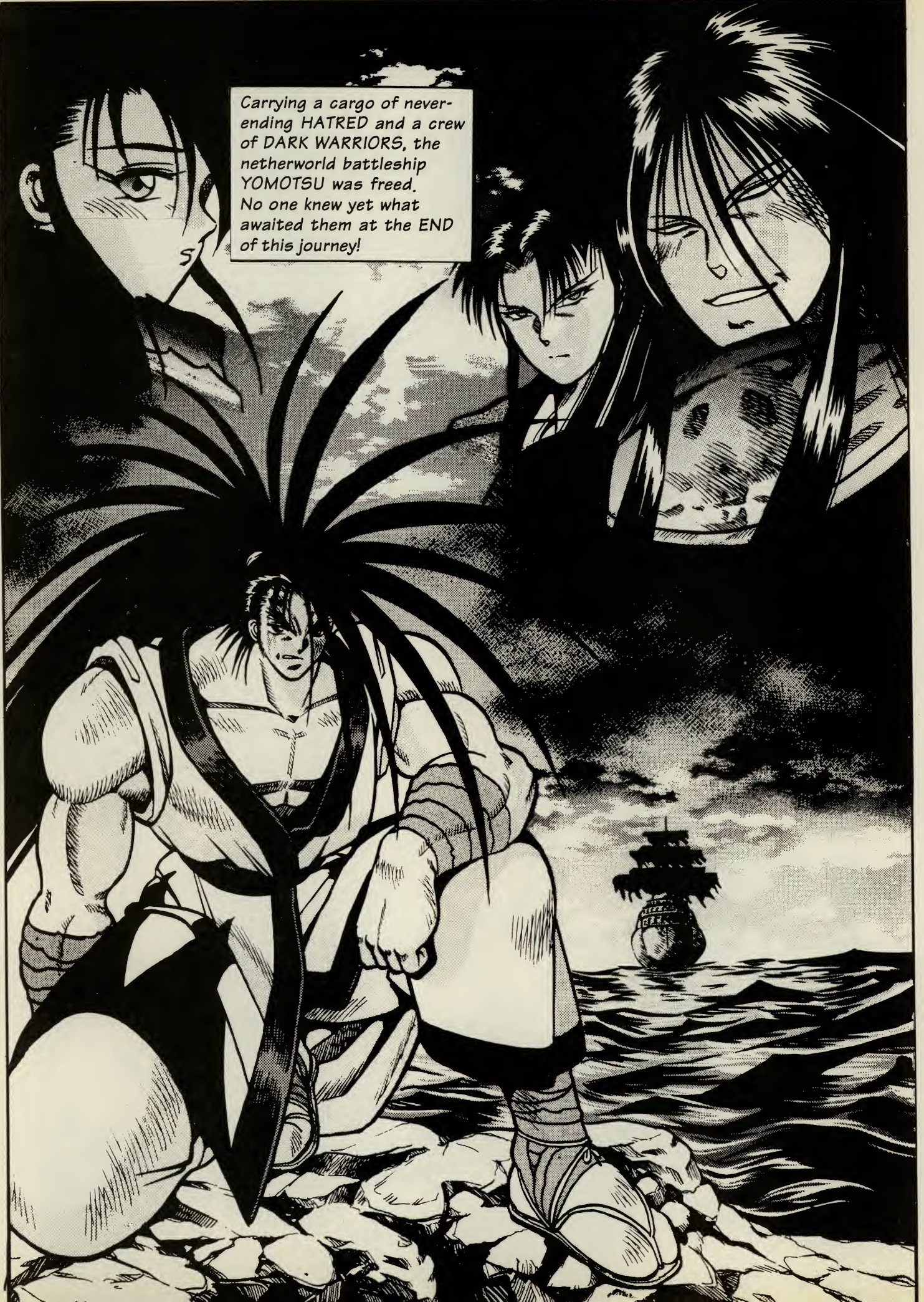




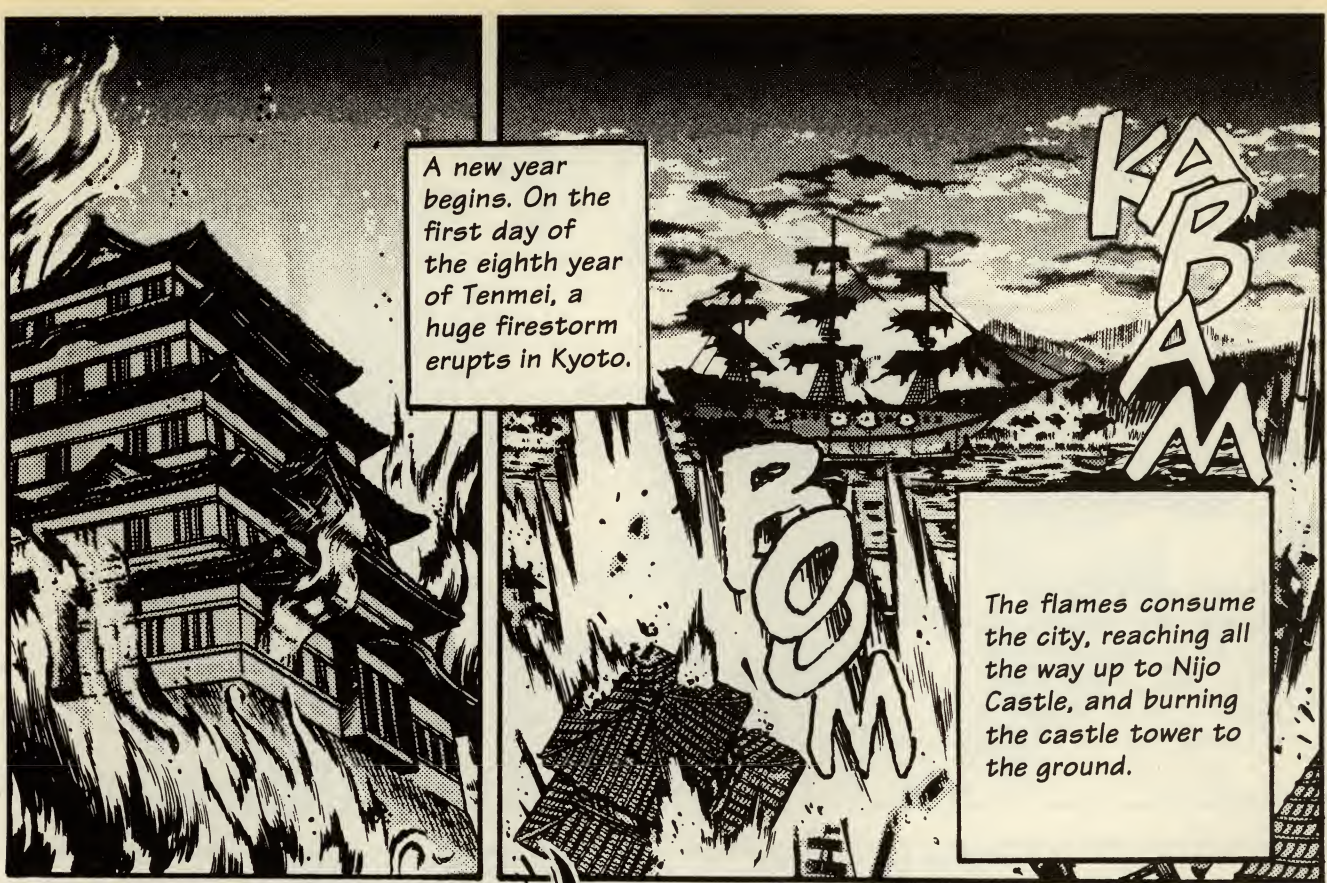




Carrying a cargo of never-  
ending HATRED and a crew  
of DARK WARRIORS, the  
netherworld battleship  
YOMOTSU was freed.  
No one knew yet what  
awaited them at the END  
of this journey!

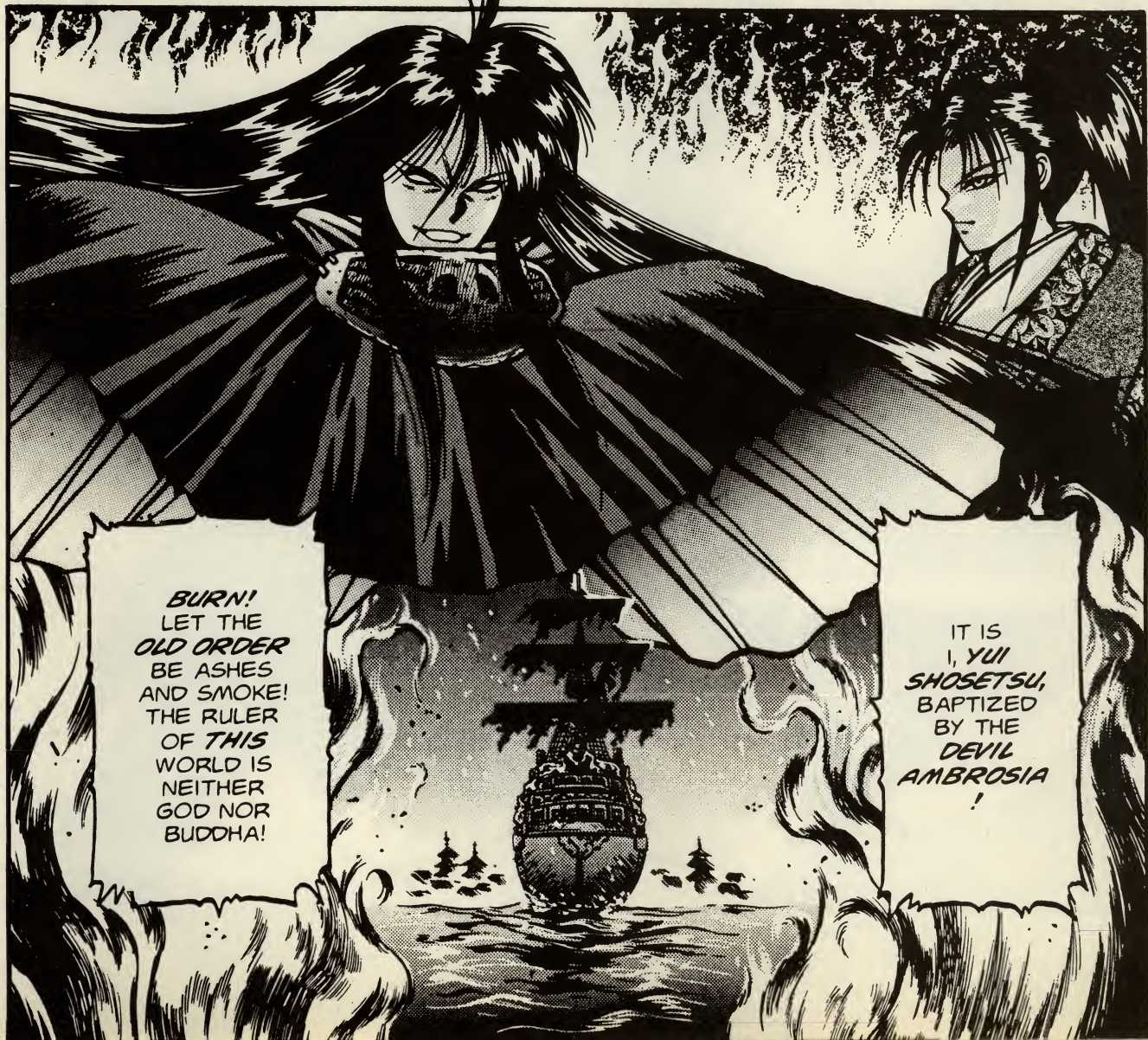






A new year begins. On the first day of the eighth year of Tenmei, a huge firestorm erupts in Kyoto.

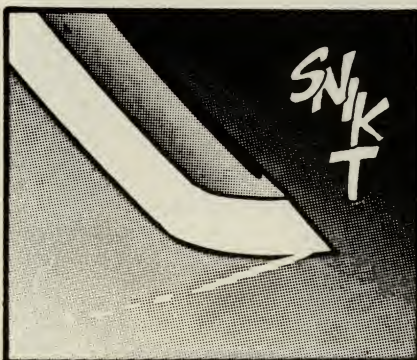
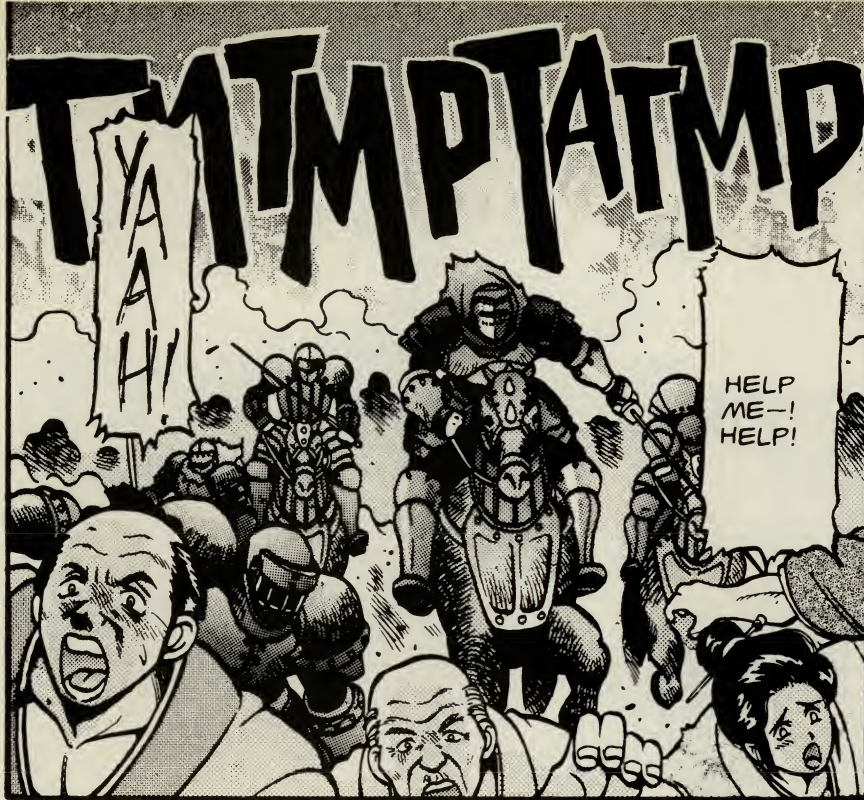
The flames consume the city, reaching all the way up to Nijo Castle, and burning the castle tower to the ground.



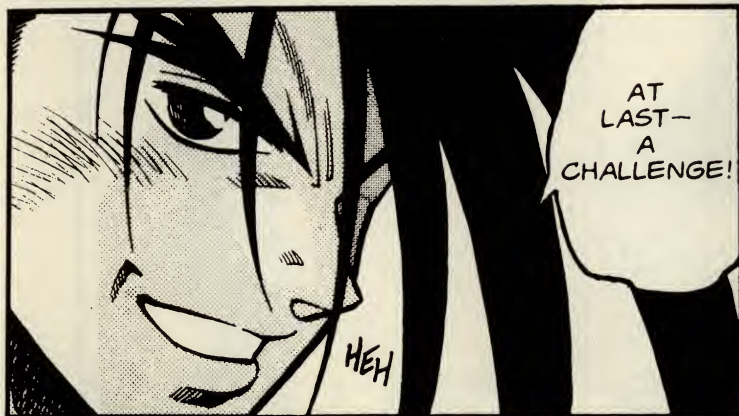
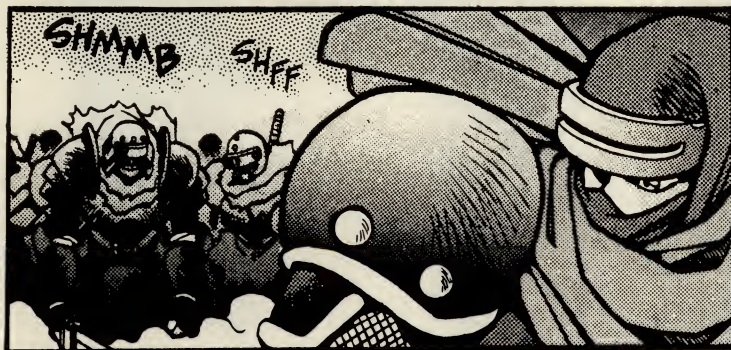
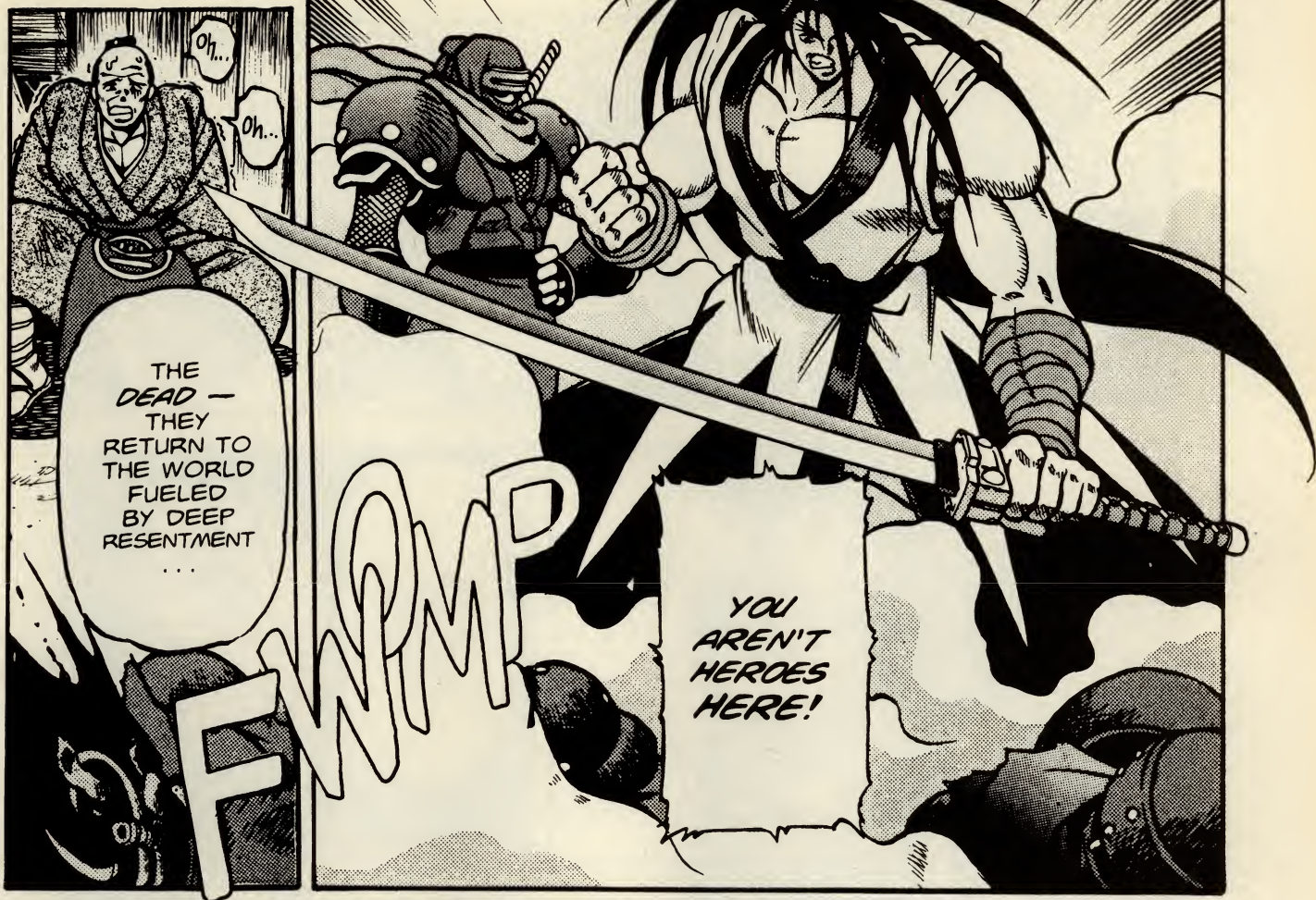
**BURN!**  
LET THE  
OLD ORDER  
BE ASHES  
AND SMOKE!  
THE RULER  
OF *THIS*  
WORLD IS  
NEITHER  
GOD NOR  
BUDDHA!

IT IS  
I, YUI  
SHOSETSU,  
BAPTIZED  
BY THE  
DEVIL  
AMBROSIA  
!

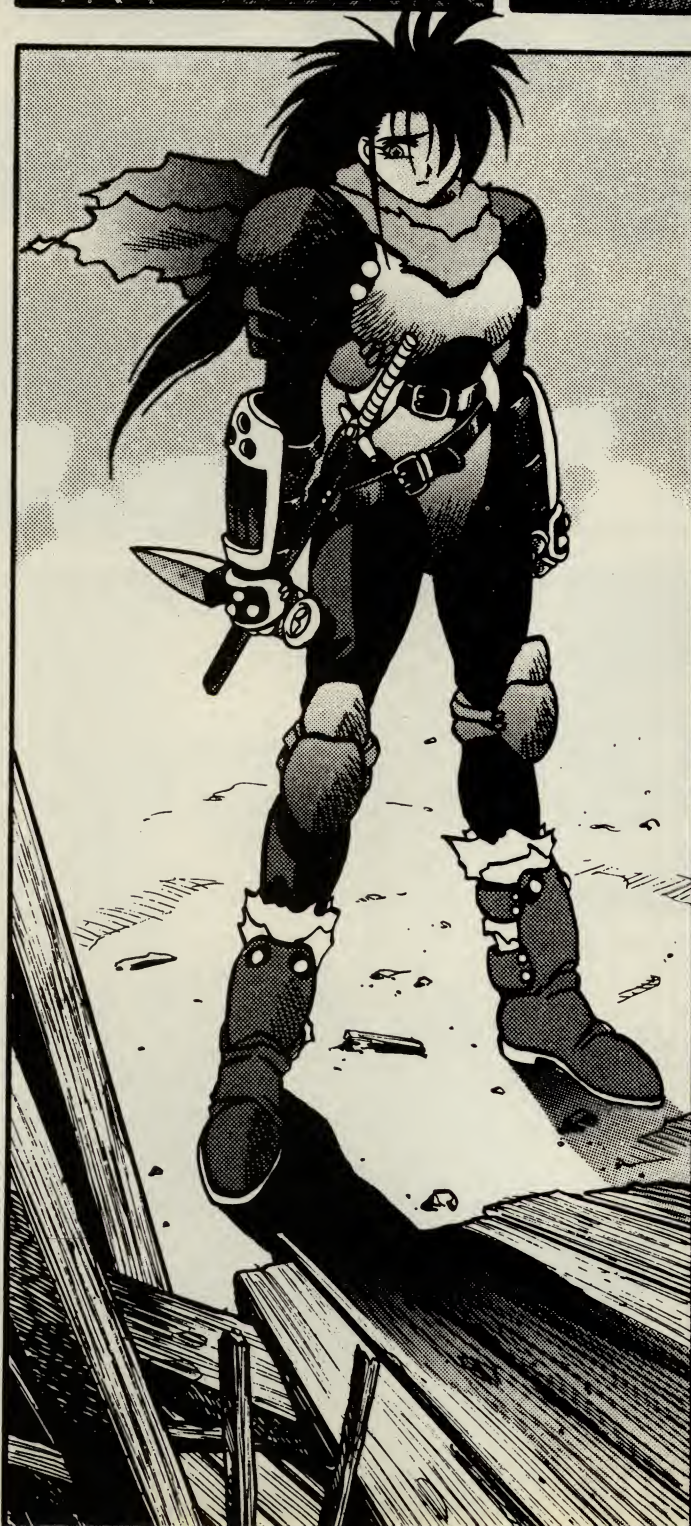




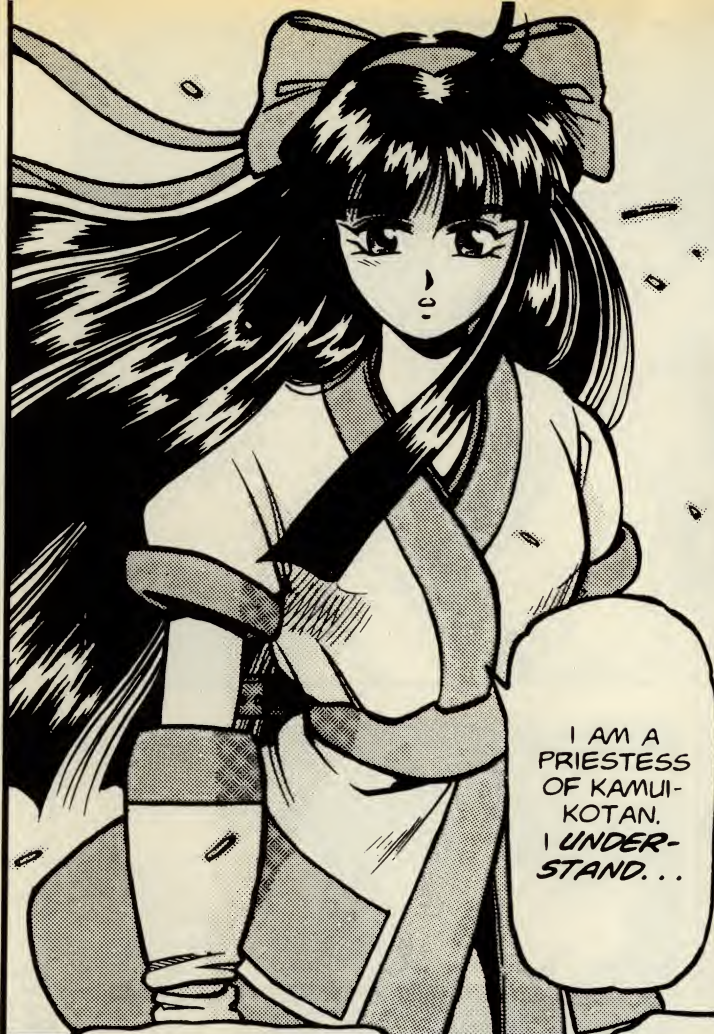




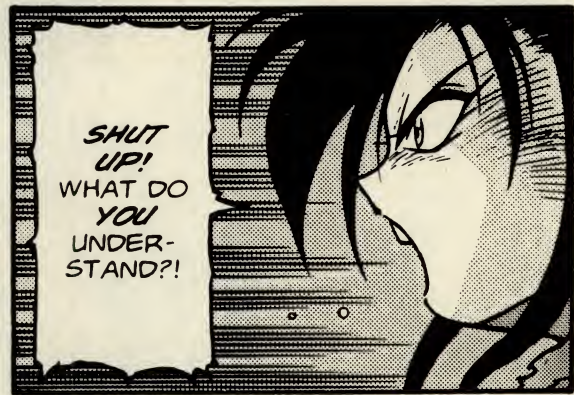




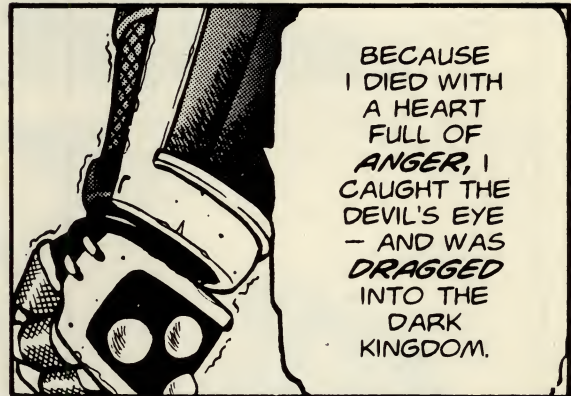




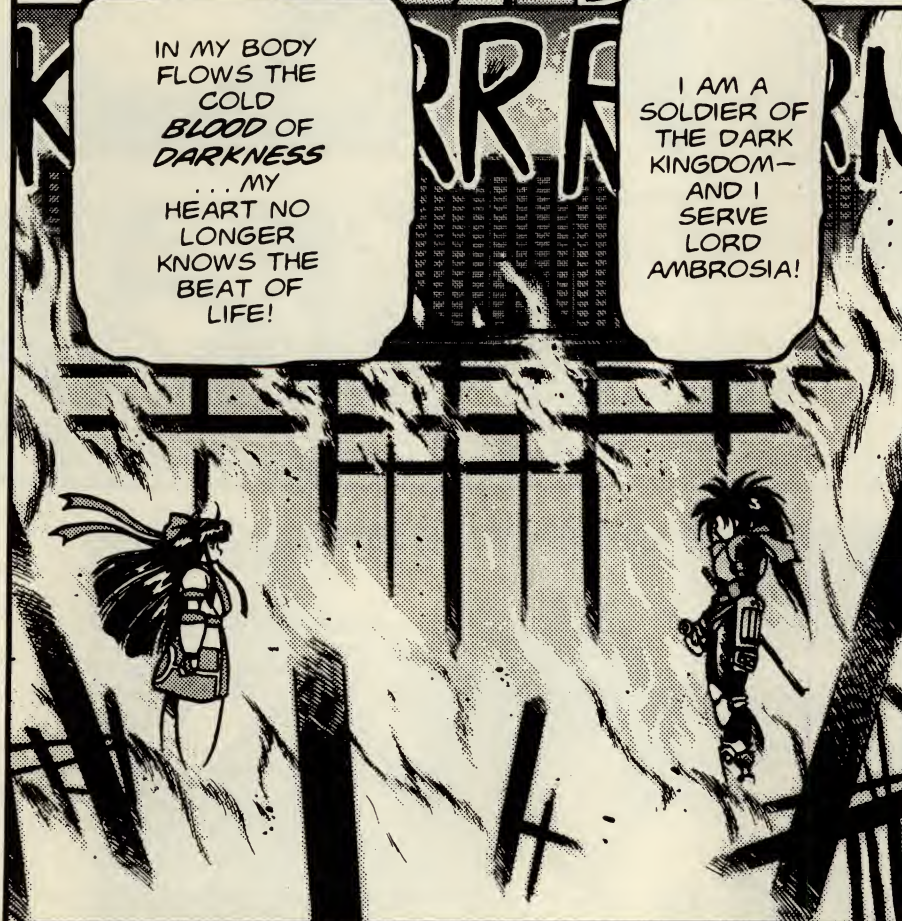
I AM A  
PRIESTESS  
OF KAMUI-  
KOTAN.  
I UNDER-  
STAND...



SHUT  
UP!  
WHAT DO  
YOU  
UNDER-  
STAND?!



BECAUSE  
I DIED WITH  
A HEART  
FULL OF  
**ANGER**, I  
CAUGHT THE  
DEVIL'S EYE  
— AND WAS  
**DRAWN**  
INTO THE  
DARK  
KINGDOM.



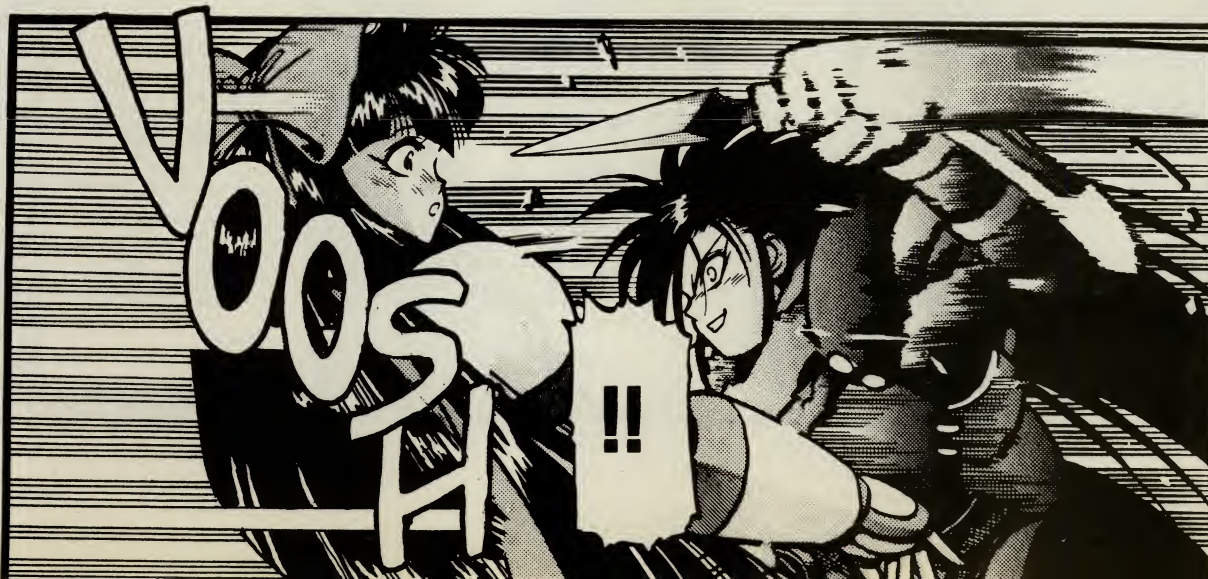
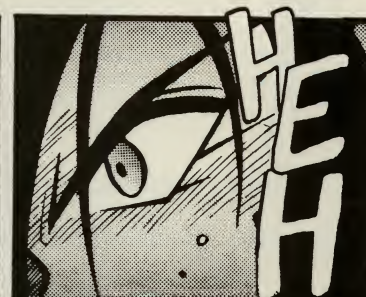
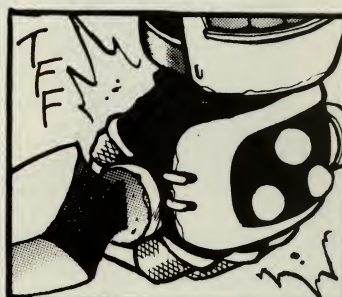
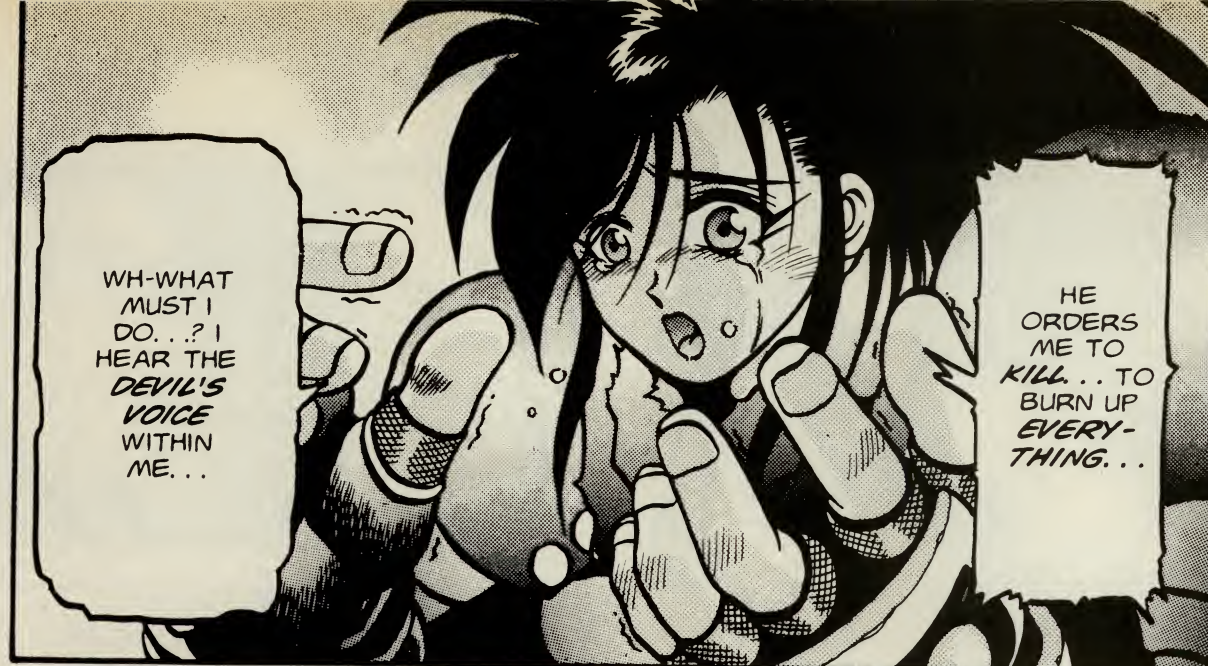
IN MY BODY  
FLOWS THE  
COLD  
**BLOOD OF  
DARKNESS**  
... MY  
HEART NO  
LONGER  
KNOWS THE  
BEAT OF  
LIFE!

I AM A  
SOLDIER OF  
THE DARK  
KINGDOM—  
AND I  
SERVE  
LORD  
AMBROSIA!

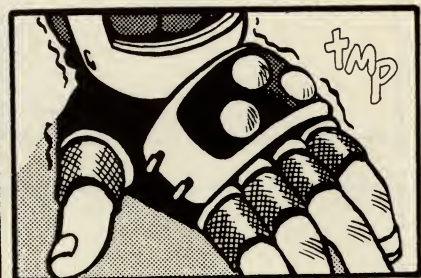
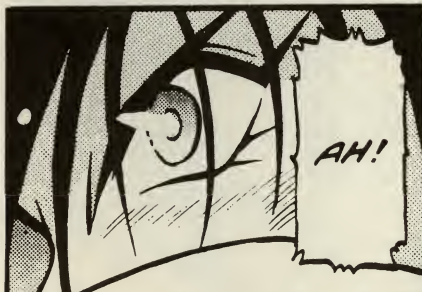
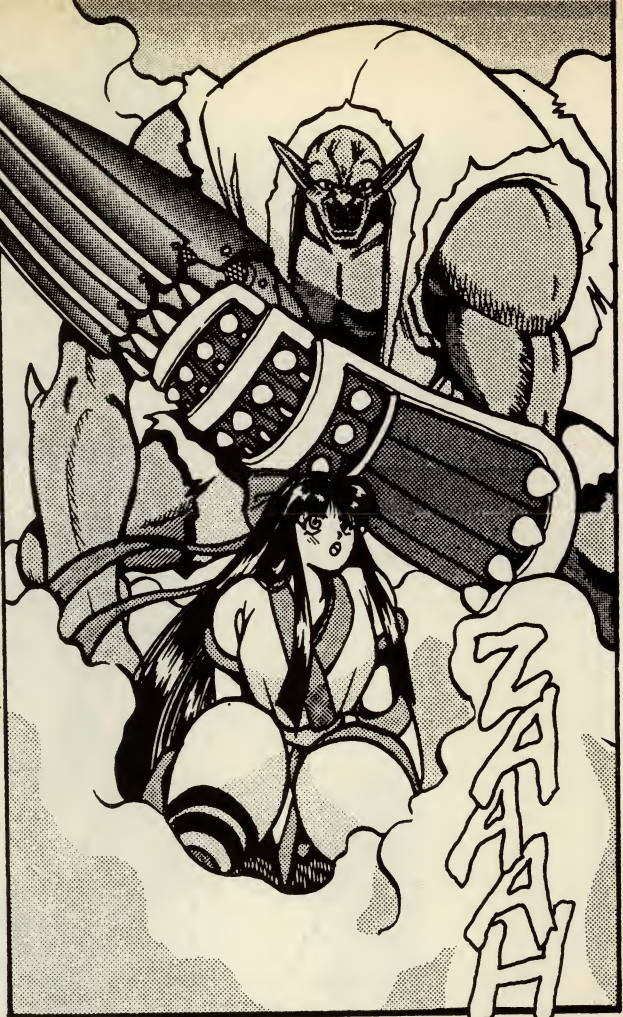


I'M NOTHING  
BUT A LIVING  
**CORPSE!**  
YOUR  
WORLD  
HAS BEEN  
TAKEN  
FROM ME—  
**FOREVER!**

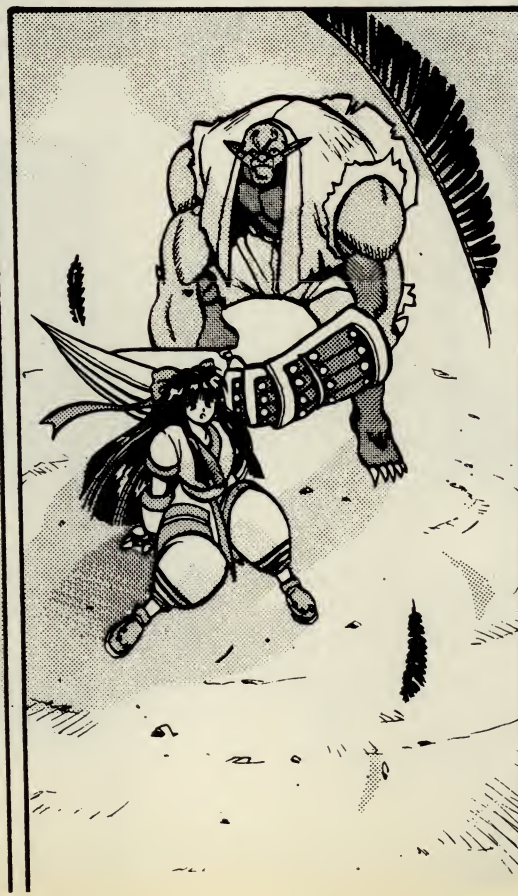
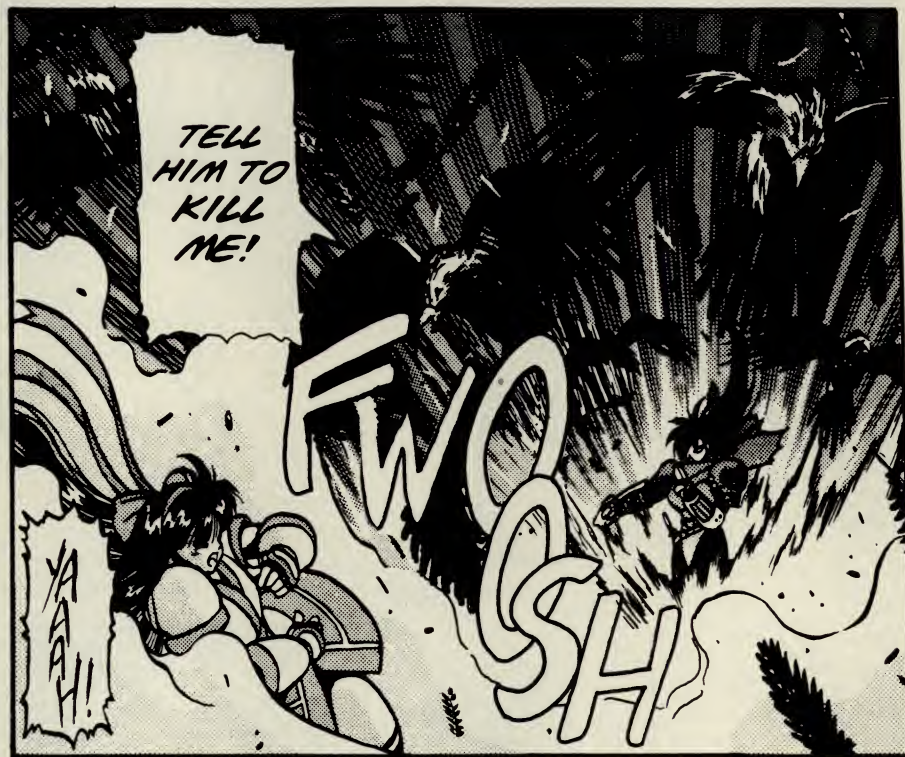










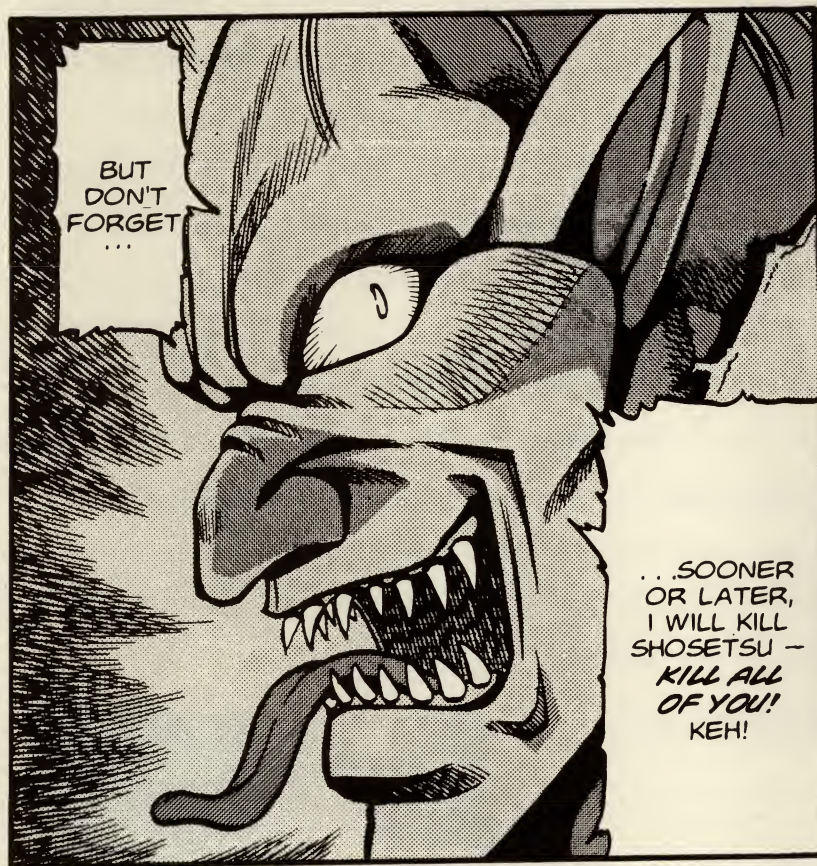






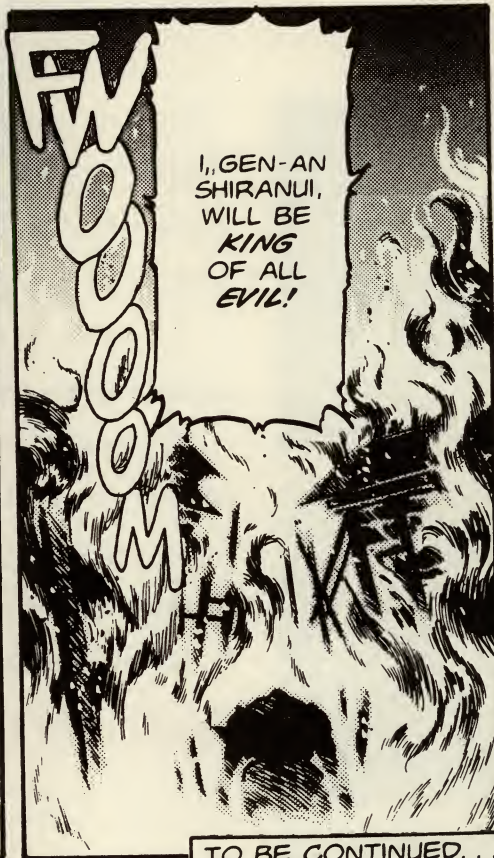
NOW  
WE'RE  
**EVEN!** I NO  
LONGER  
**OWE YOU**  
FOR SAVING  
MY CHILD...

FMP



BUT  
DON'T  
FORGET  
...

...SOONER  
OR LATER,  
I WILL KILL  
SHOSETSU -  
**KILL ALL  
OF YOU!**  
KEH!



TO BE CONTINUED...





# Glams

## SPACE & BEYOND

Heard of *Glams*? Recently **Game On! USA** had the chance to meet with the new Japanese software developer, whose first work, **Quo Vadis** (Latin for "Where do you go"), came out for the Japanese Saturn in December 21, 1995. In March a **Quo Vadis** animation OAV followed, and now Software Sculptors has announced they will publish **Quo Vadis** for PC in 4th quarter 1996 in the States (not to mention in Korea, Taiwan and Japan). The American PlayStation is also under consideration. Glams' second game, a 3D fighting game named **Galventure**, will be out for the Japanese PlayStation in December.

What's impressive about **Quo Vadis**? For one, Haruhiko Mikimoto, the character designer for the **Macross** series (known in the U.S. as **Robotech**) made the all-new characters and story for this space opera of war, friendship and betrayal.

Masatoshi Fujii, Vice President of Glams' International Division, talked with us about animation, gaming, and Glams' possible future.

### SPACE CADETS, WHERE DO YOU GO?

**Game On! USA:** Your first game, and you get Mikimoto, who is famous for *Macross*, to design it. How?

**Fujii:** It's the first time Mikimoto's been able to actually put input in the design of a game. He's been too busy with orders for characters like *Macross*... "We want him to do this and this and this." We let him tell an original story.

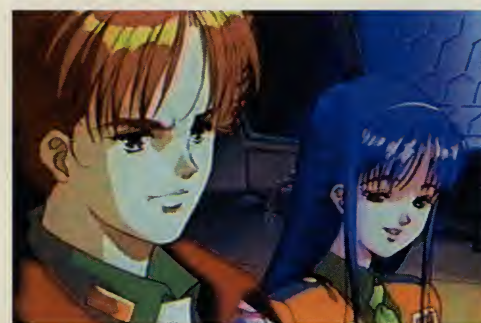
**Game On! USA:** Describe *Quo Vadis*.

**Fujii:** It's a military strategic simulation game, with storyline in between. A federation of planets make up the Eva Corps...the characters are students in a military officers' training school, each from a different home-world. When a civil war begins, a lot of the home-worlds secede from the Eva Corps, and they're pitted against one another. You play one student, Hal Valencin. The catchphrase is "Why must friends fight?"

**Game On! USA:** How easy is Mikimoto to work with?

**Fujii:** It was hard on him, probably, because he's doing a monthly comic series, and as soon as he was finished with an installment we'd lock him in a room and make him work on our characters.

**Game On! USA:** You say play time is 72 hours. I



**Quo Vadis**

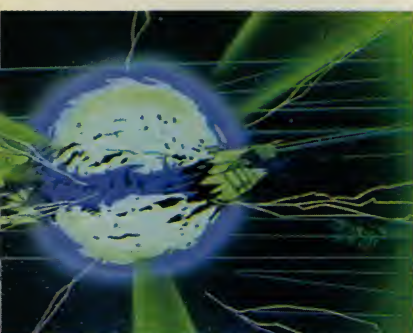
played *Quo Vadis* one day, but I didn't have a save cartridge...so when I died, it was awful! I played for twelve hours straight.

**Fujii:** (laughs)

**Game On! USA:** How much animation does the game use?

**Fujii:** There are three sequences; one of a major battle, one when all the cadets are separated, and the ending sequence. They're about five minutes each. There's lots of 3D rendered animation.

**Game On! USA:** Are there any additional angles to a military simulation because it's set in space?



**Quo Vadis**



Fujii: Well, most war simulations up to now have been "Turn one: the player attacks, wipes out X number of forces. Then the computer attacks back." In this game, you input all your attacks, and then both sides fire at the same time. It's simultaneous combat.

Basically, we look at the game as an interactive movie...you take the story, and then add a game aspect to it. There are three different endings.

Earlier, we had the idea that *Quo Vadis* was going to have three parts. This one was going to be from the Eva Corp's point of view, the second one was going to be from the other side's point of view, and then the main characters from one

**Of course it's good to use big names like Mikimoto, but then it'll always look like a "Mikimoto character."**

and two will meet in three.

Game On! USA: Sounds like *Legend of the Galactic Heroes*.

Fujii: The plan is to make the second more one-on-one; when your fleet moves in on a planet you send in dropships with troopers in powered armor suits, and they fight. So it's just not a ship-by-ship battle, as in *Quo Vadis*. It has both.

Game On! USA: Do you think gamers will be more interested in the challenge or the story?

Fujii: The main focus for *1* is the story. In *2*, we want to focus more on the gameplay aspect and use a real 3D playing field. Right now it's at a 45-degree angle, so it looks 3D, but it's still on a hexagonal plane. In space you should be able to go anywhere, right?

## ALICE IN CYBERLAND

Game On! USA: We notice you're also coming out with the PlayStation *Galventure*, produced by Reiko Chiba [a pop idol, Chiba has released some singing albums, and was the voice of Nakoruru in the *Samurai Spirits* anime—Ed.]. So, she's the producer?

Fujii: (laughs) It's an advertising thing.

Game On! USA: *Galventure*...so (ahem), is it a "nasty" game?

Fujii: Not at all! Sony's releasing it. They're worse than Nintendo that way.

Game On! USA: What's the story?

Fujii: The characters are all computer freaks, and they go into the computer network and enter

this "cyberland." They get sucked into the game and become these characters.

Game On! USA: So it's a girl fighting game similar to *Burning Fest* or *Pretty Fighter X*?

Fujii: It's similar to some of those games, but it's got an AI which is a little bit different, which'll make it more interesting. You can play a character in a story mode, or just do a head-to-head mode. It's *Toshinden*-like, but it's got its own system.

Game On! USA: Does it have a famous character designer like Mikimoto?

Fujii: Actually, we're using someone new, Daisuke Moriyama. We're going to raise him from here and use him in other projects. We plan to go into animation production. Of course it's good to use big names like Mikimoto, but then it'll always look like a "Mikimoto character."

Game On! USA: So what fighting games do the game designers for *Galventure* like to play?

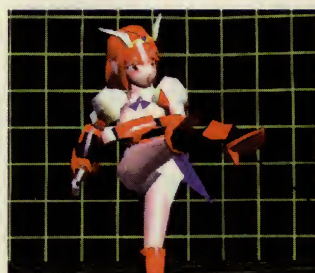
Fujii: The game designers and programmers like combat games; they put on camouflage and combat goggles and go shoot each other on their days off.

Game On! USA: *Paintball*! We play paintball here...you should come out sometime! In closing, do you have a message for American game players?

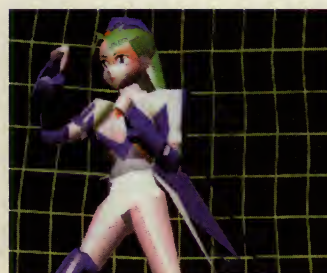
Fujii: We think of games and animation from Japan as a cultural export...We want a game where there's no border restrictions. I'd like to reach a day where something like *Quo Vadis* is no longer thought of as an import-converted game. 95



Quo Vadis



Galventure

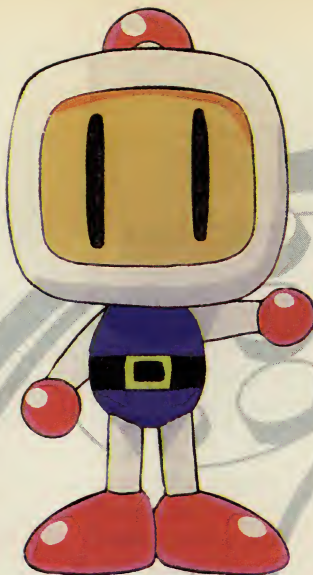
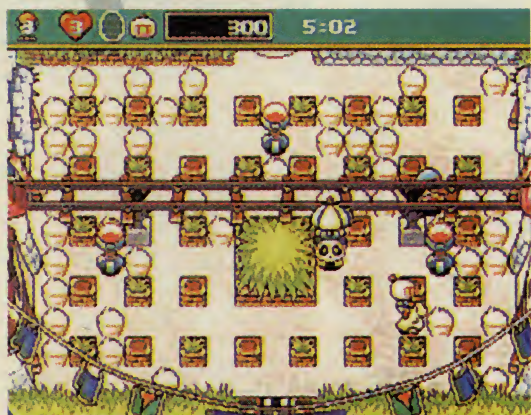


Quo Vadis



Galventure





# Cluster Bombing

## Saturn Bomberman

System: Sega Saturn  
Developer: Hudson Soft  
Publisher: Hudson Soft  
Availability: Now (Japan)

If you saw "Number of Players: 10" in the heading of a review, you might think that it was a typo. Nope. In this latest **Bomberman** incarnation, you can battle against nine of your buddies! How, you might ask? This is accomplished by having two multitaps connected to the two joystick ports of the Saturn! But the art of ten-player Bomberman destruction did not originally occur in this version. Hudson Soft released **Hi-Ten Bomberman** for the PC-98 about a year ago, with a similar 10-player ability.

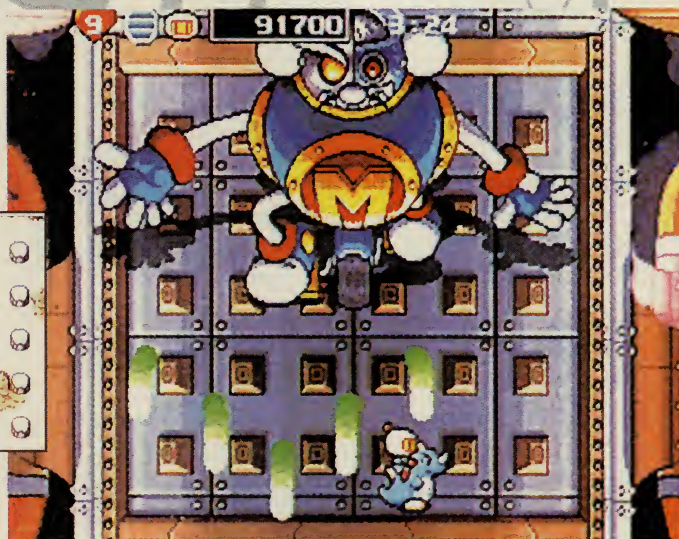
This function is probably the most unique quality about **Saturn Bomberman**, apart from the new animation intro. Indeed, I recently passed a video game store displaying the new **Saturn Bomberman** on their TV. There were many onlookers watching the hilarious antics of the black and white Bomberman avoiding the mad scientist and the weird-looking general. The video is very cute, if slightly grainy. However, it really does not add much to the game play.

As for the game itself, this is your basic **Bomberman**—run around a top-view maze throwing bombs until you're the last thing standing. There is the ability to choose different types of Bomberman warriors with different special abilities to duke it out in the arena. When you perish, you are sent to the rings, enabling you to roam around and throw bombs from the side, just like in **Super Bomberman 4** for the Super Famicom. Admittedly, the arenas this time are better designed than **Super Bomberman 4**. Still, I find it slightly lacking when compared to the intense battlefields of **Bomberman '94** for the PC Engine, the original **Super Bomberman**, and **Super Bomberman 3** on the Super Famicom.

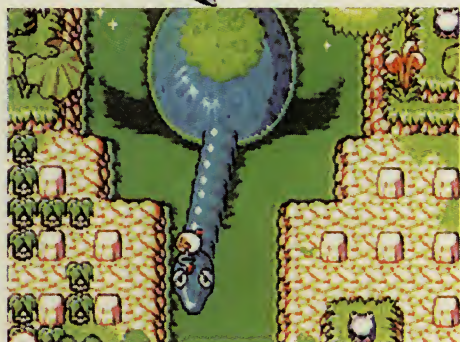
The ten-player function was implemented with mixed results. Yes, you can now play it with many of your buddies, but now the characters and the items are even smaller than the icons you see in Microsoft Windows. Unless you have a really large screen, trying to figure out which power-up is which can be a strain. Also, the enlarged battle field means that you have to trek for an eternity before you can get to the other side to bomb your opponents. And the cost of buying two multitaps and eight joypads might empty your wallet faster than getting a new computer.

Raymond Pat

**The Last Word** Overall, this is a well-designed Bomberman, with some flaws which need to be worked out. If you're a Bomberman nut, this might be your ticket to destruction heaven. But perhaps in the next version of Bomberman the gameplay will be tuned up to its maximum potential.



のこりの 3つのクリスタルは  
過去の時代に 封印されたようじゃ!  
ケボ号で その行方をあつてくれ!



**Raymond Pat** is currently a college student heading for Computer Engineering Degree. He spends most of his free time listening to loud, obnoxious music as well as playing predominantly adventure, role-playing and fighting games. He may be seen roaming around at arcades, or dingy cafes where he crams his procrastinated homework at the last minute. Lucky for **Game On! USA** he's more timely with his reviews of Japanese games!



# A Toon for the Better

## Motor Toon Grand Prix

System: PlayStation

Developer: Bandit

Publisher: Sony Computer Entertainment

Availability: Now (Japan); October (U.S.)

The very first thing I noticed about **Motor Toon Grand Prix** (**Motor Toon GP 2** in Japan—Ed.) was the wallpaper. When I first loaded *MTGP* and scrolled through its options, the Wallpaper toggle just leaped out at me. I mean, we're not talking about a just few meager swatches for customizing your screen, but somewhere in the vicinity of 80 different styles! That and the mysterious 'Goodies' screen would have easily made *MTGP* a must have even if the game itself was not. Fortunately for us all the game is quite good.

*Motor Toon Grand Prix* is one of the latest super-deformed racing games to be released overseas for the PlayStation. Unlike its genre-mate, **Choro Q**, *MTGP* takes its cartoonish nature seriously and features kitschy graphics, hyper-themed tracks, unusual weapons and power-ups, as well as an eccentric variety of vehicles that twist, compress, and stretch whenever they turn, brake or accelerate. Of course, all of the game's artwork and character designs bear the distinctive mark of Susumu Masushita. If you are a fan of his cover illustrations for **Weekly Famitsu**, then you won't be disappointed with the look of *MTGP.*

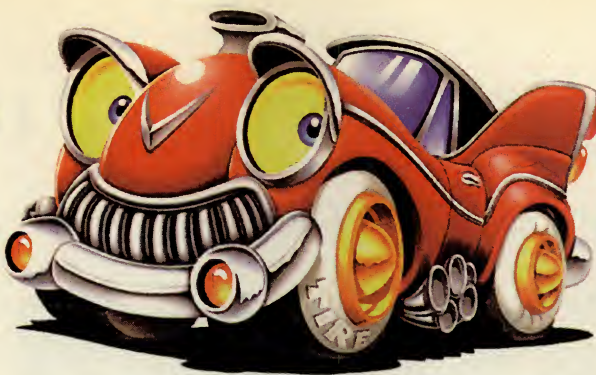
Regardless, at heart, *MTGP* is your standard racing sim. You start with a choice of five different vehicles, an equal number of tracks, and four different racing options. Free Run mode is especially neat. Not only does it allow you to practice each track *ad nauseum*, it also gives you the chance to explore each environment and find all of its hidden routes and crannies at your leisure. Another noteworthy feature is the Replay Theater; you can save the video for later retrieval and use (or as a 'ghost' car to race against and better your time).

Speaking of gimmicks, the ultimate one must be the infamous 'Goodies' screen! When you beat your computerized opponents in the Championship race on each of the five difficulty levels, its six slots gradually fill up. The first bonuses unlocked are three extra cars and five extra tracks (basically the originals reversed and remixed)—then you get to the really good stuff! Beating the game on the Hard and Professional levels nets you two mini-games: Submarine X (a 3D **Battleship** clone) and Tank Combat (a **Spectre** VR-style game featuring several of the *MTGP* characters). It's the next to the last treat, **Motor Toon Grand Prix R**, that's definitely the one worth practicing for! This **Ridge Racer Revolution** spin-off features a stripped down (more realistic?) version of the Toon Island track and two cars (Indy and Nascar).

*MTGP* has *much* to recommend it. It is both fun and funny, delightful and challenging. The graphics are gorgeous, the load time between modes and races almost non-existent (a trend...?) and—surprise!—the game is done entirely in English. And speaking of hopeful trends, one final note; the Japanese *MTGP* package comes complete with a non-bootable copy of the game for use in linked mode. I cannot stress what a great boon this is and I encourage Sony of America to consider hard following suit.

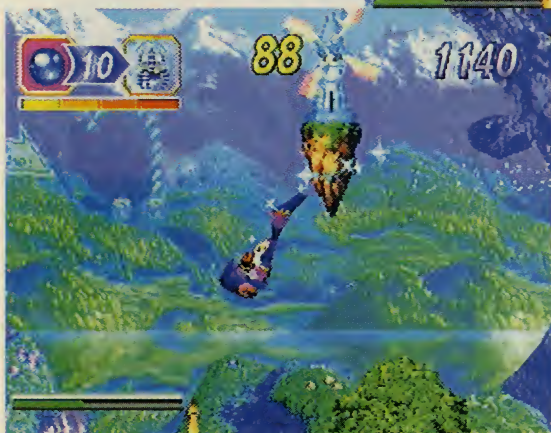
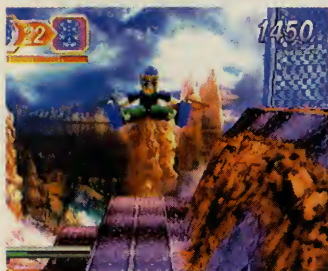
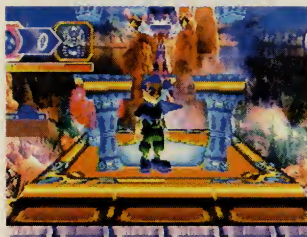
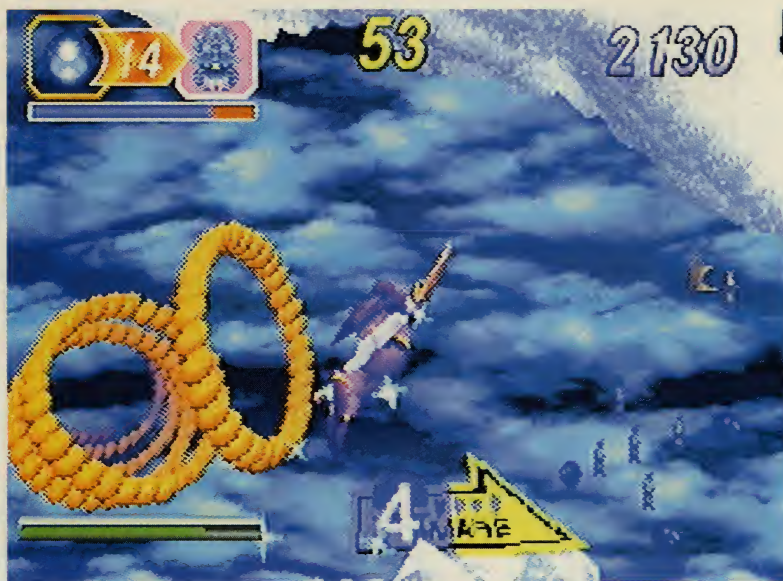
Elizabeth M. Hollinger

**The Last Word** *MTGP* is conceivably the most appealing racing sim on the Japanese PSX market today. Its beautiful graphics (courtesy of Susumu Masushita), challenging driving model and unique 'Goodies' Screen make it a must have for every racing fan.



Elizabeth Hollinger lives a life of quiet obscurity in the Midwest co-editing an equally obscure fanzine called **phosphors**. The rest of the time she drinks far too much espresso, bounces off walls and tries to relive her childhood through the pages of Nakayoshi.





# A Dream Paradise

## Nights

System: Sega Saturn

Developer: Sega

Publisher: Sega

Release Date: Now (US/Japan)

Straight from the very people who brought us *Sonic the Hedgehog* comes their greatest creation to date. Hands down, *Nights* has to be one of the most amazing games I've played in years. *Nights* is innovative, unique, and a whole lotta fun too, although I have no idea where the catch phrase "It's a Dream Paradox" comes from.

The story takes place in the dream world of Nightopia where the evil Wizeman, with his followers the Nightmarens, are trying to take control of this once peaceful realm. *Nights* (that dream entity with the purple jester's cap), wanting no part in this evil undertaking, defects from the Nightmarens and enlists the help of two plucky young children to defeat Wizeman and put things right. The two children are Claris Sinclair and Elliot Edwards, and so the adventure begins.

Your chosen character (Elliot or Claris) begins each level (dream) with five glowing orbs called Ideas. Promptly, four of the five are stolen from you and played in Idea Captures throughout the level. Your challenge is to destroy all four Idea Captures and return the Ideas to the Idea Palace. To destroy an Idea Capture, you must amass 20 blue chips and then enter the Capture all in the allotted time, or you will transform back to one of the children while falling to the ground, arms and legs flailing. Upon returning the Idea, your performance will be graded on an A to F basis, and after returning all four you then go to fight the obligatory boss. Also, to advance to the final dream, a C average or better must be maintained. As cut-and-dried as that may sound, there's a lot more to *Nights* than just that.

Visually, *Nights* is jaw dropping. The color palette is exquisite, the backgrounds are amazing, and the 3D graphics are incredible. On top of all of that, *Nights* has the best soundtrack since *Sonic CD*, if not better. The game play will take a little getting used to (use of an analog pad is highly recommended), but in no time you'll be dashing through seemingly endless streams of floating rings, and performing acrobatic feats which would put even the greatest sky diver to shame. The only major flaw in *Nights* is that you're pretty much on tracks, and are not free to go roaming around the level as you would like, but you get used to it.

Simply put, *Nights* is sheer, unadulterated gaming bliss. With endings (which get better after you have finished the game with both characters) that are little less than magical, and graphics the likes of which keep you begging for more, how could you possibly say no to this game (Excluding *Mario 64*)?

Kit Fox

**The Last Word** If you are a Saturn owner, it is your obligation to either (A) have a close friend who owns this game, or (B) buy it yourself, though I strongly suggest the latter. Games like this are hard to come by.



Hard-playing and hard-writing Editorial Assistant **Kit Fox** is always welcome at the **Game On!** offices, particularly if he brings his Red Vines. An avid Saturn Fan and foreign exchange student just returned from a long summer's stay in Japan, he now speaks fluent Japanese as long as the subject sticks to fighting games (he prefers Capcom's and Sega's).



# Predicting Failure

## Psychic Force

System: Arcade

Developer: Taito

Publisher: Taito

Availability: Now (Japan)

Well, after all those beautiful screenshots, all the hype, and all the anticipation coming from its PlayStation release, I finally had a chance to play the game. **Psychic Force** is a polygonal game with true 3-D movement. You play the whole game while flying! The game most similar to *Psychic Force* would probably be the ill-fated **Bastard!!** game for the Super Famicom, or to a lesser degree, **Dragon Ball Z Hyper Dimension**. Unfortunately, *Psychic Force* will not leave the bargain bin by a very long shot.

But first, some general descriptions. There are eight selectable characters: Burn, Wendy, Emilio, Sonia, Gates, Brad, Wong and Genma. All of them have special psychic powers which allow them to throw projectiles across the game screen. For example, Burn uses fire, and Gates uses electricity. The battle stage is set in a square, transparent box or cube, which the players cannot leave while playing. Outside the box is a panoramic, if sometimes blocky, view of lush Japanese forest, bright-lit cities, and other places.

The characters can fire several types of projectiles, depending on which characters are chosen. Some even have other powers, like Wong, who can use illusion to appear as two people, or teleport behind an enemy's back. There are several supers, which can be done when the mini, vertical "psychic bar" at the bottom is full. These supers are cool, like Brad's ice dragon. Besides firing projectiles, one can rush at opponents and do four or more punch and kick combos. Throws can be performed when near.

As for the control, most of it is simple **Street Fighter II** moves. One can select manual or auto guard at the beginning, as in Capcom games. There are special dashes and blocks; some characters can also surround themselves with a circling barrier, which can act as protection or as an offensive weapon (just rush at an enemy with the barrier around you!).

Now, with all the technicalities done, I can give my opinion of the game. Frankly, this is more like a bad shooting game than anything. Shoot, shoot, avoid, avoid. Wow. Even the rushing and the punch-kick combos don't really help the situation, because it is so easy to fly away from both the enemy and the projectiles. Also, the cube that the players are restricted in is really annoying. If you get hit, you sometimes will fly right into the wall of the cube and play roadkill for a couple of long, tedious seconds. And of course, your enemy will be preparing his or her super by the time you get up. Your opponent can pin you down with punch-kick combos as well.

The graphics are nowhere near as good as they were seen in magazines. The characters are blocky and low-res. In some large supers one can clearly see the pixelizations on the projectile. Great.

Raymond Pat

**The Last Word** All in all, this game may provide some amusement to you at the beginning. But after a few quarters you will turn back to the games you were playing before. And for me, those games were *Real Bout Fatal Fury*, *Last Bronx* and *Time Crisis*.





Super Nintendo

• Final Fantasy V

Game Genie Codes

Walk Through Mountains on World Map  
0DF8-5DDD



This code lets you walk through any mountain as long as you're not in a town, cave, etc. You can access characters and items at locations you normally won't be able to reach until deep into the game.

Skip to Shipwreck Sequence

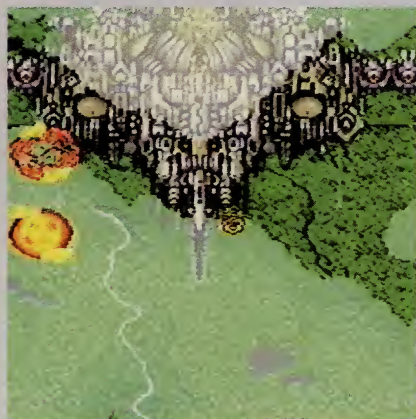
D9DC-E407

The instant you start up with this code active, it'll take you into a sequence from later in the game. After starting up, turn Effects "off" to continue or the sequence will repeat indefinitely. After the sequence ends, you're left in a remote town (with the other characters added to your party if they're not already there) close to a black chocobo's residence. Once you get back to where you started, you can save the game and keep the chocobo for later even without the Game Genie.

Skip to Flying Fortress Sequence

D8DC-E407

This code works just like the last one. You need to steer the airship away from the fortress to continue the game, but be sure to turn Effects "off" before doing so or it'll repeat like the last code.



Life is Cheap

0D1D-7DAB

Any character or enemy who is attacked instantly dies; battles become a matter of initiative. The code would be perfect



except that you have to turn Effects "off" before entering the items menu, or the game will crash and you have to reset. Recommended only for use against bosses. Oh, and the fact that your characters can be killed easily as well...

Jay McGavren

Quick Kills

Due to *Final Fantasy V*'s unique system where any character can be any class at any time, there are many ways that this can be used to your advantage.

A lot of the information here was first published in the FFV FAQ that I co-wrote with Nora Stevens and Tatsushi Nakao. Lots of thanks to them for providing me with most of this info as well as translations.

Boss: Iron Claw  
Location: Karnak Castle  
HP: 900

Any attack will work, but make sure you have a Blue Mage who can learn his "Death Claw" for later.

Boss: Biblos  
Location: Ancient Library  
HP: 3600

Use "Death Claw". Then, just hit him once and he's gone.

Boss: Sand Worm  
Location: Quicksand Desert  
HP: 3000

In the desert north of the Library, you meet an enemy named "Dorumu Chimera". Learn his spell "Aqua Breath" and use it against Sand Worm. It should die in one blow.

Boss: Adamantaimai  
Location: Tycoon Meteorite  
HP: 2000

In the Library, you can learn a spell called "Level 5 Death" from an enemy called "Page 64". Use it on Adamantaimai to kill him in one blow.

Boss: Titan  
Location: Karnak Meteorite  
HP: 2500

First go to "North Mountain" and Control the Gira Cat (flying cat). Have it cast "Levitate" on your party. Then, go fight Titan—he uses "Earth Shaker" (Quake) and "Levitate" will nullify it so you can beat him easily.

Boss: PyroBalls  
Location: Walse Meteorite  
HP: 2200

Make one Samurai and do "Zeninage" (Coin Toss) until they are dead.

Boss: Minotaur  
Location: Fork Tower  
HP: 19850

Boss: Tyrannosaurus  
Location: Underground River  
HP: 5000

Use a Fenix Down on it. It will die in one blow.

Boss: Dragon Weed (Hiryuu Sou)  
Location: Valley of the Flying Dragons  
HP: 12000

Use the Call Beast Golem to guard against Pollen damage, and use "Gravity". Reduce the HP of the big weed in the middle to 3 digits, and use "Coin Toss" to finish them off.

Boss: Atomos  
Location: Barrier Tower  
HP: 19997

Let the character who was hit by "Comet" die. Then use "Coin Toss" until Atomos dies.

Boss: Subete o Shiromono  
Location: Fork Tower  
HP: 16999

First, cast "Reflect" on both your characters and on him. Then, all his attack spells will bounce back to himself and all his cure spells will bounce off him and onto you. Then, cast your magic on yourself and it will hit him. If you need to cure (unlikely) you can cast it onto him and it'll bounce back. Eventually, he'll cast "Flare". It will bounce back and kill him.

Boss: Triton, Nereid, Phorbos  
Location: The Great Deep  
HP: 13333 each

Make four Bards and sing Requiem. They should die fast.

Boss: Gogo  
Location: Sunken Tower of Walse  
HP: 7777

Don't attack! He'll revenge with "Meteo", "Holy", and "Flare." Simply wait and you'll win and gain the hidden MIMIC class. (shades of *Final Fantasy VI*...)

Secret Bugs

Bug item "Efu Efu"

You need two things to get this: one person who can cast both "Quick" and "Meteo" magic. First, go into battle. Then kill everybody except the person casting "Quick" and "Meteo". Cast "Quick" and "Meteo" on yourself; you must kill yourself with it. After the battle, someone will have an item called "Efu Efu" equipped. This nullifies all physical attacks, but you can't equip a weapon or shield. Once you remove it, it's gone.

Effect everyone with single-target magic

You need two things: a person who can mix items (Chemistry), and a person who can do "Renzokuma" (X Magic: Ability of Red Mage). First, go into battle. Then, cast any Mixing on anyone. Now, use "X Magic" and choose a single target magic like "Life". Then, choose a multiple target magic like Cure. Cast Life on somebody and then cast Cure on everybody. When Life is cast, everybody is effected! This also works with attack magic, but using Flare and Holy can be risky (the game may freeze).

Chris Kohler

PlayStation

• Sidewinder/Bogey: Dead 6

"Chase Plane" view

At the plane selection screen, put the cursor on the plane you want to use, then press L1 L2 R1 R2 Select Start. Your viewpoint will be slightly behind the plane, allowing you to see yourself get hit by missiles, crash, dodge enemy planes, etc. However, you can't look at your radar, so it may be difficult to complete missions.

Access all the planes

This code lets you use all the planes from the beginning. From the plane selection screen, press left, left, right, down, up, down, right, select.

Select all the missions

This code lets you play all the missions without beating any of them first. In the mission selection stage, press up, down, down, right, left, down, up, triangle.

Alistair Toth





# Gold Rush

**Can you strike gold in shareware? Game On! USA talks to Fred Perry, creator of Antarctic Press' popular manga-influenced comic Gold Digger, about his plans for Gold Digger—The Computer Game.**

**Game On! USA:** To begin with, I heard in about 1994 that you were starting to work on a Gold Digger computer game.

**Perry:** Yeah. I've been programming for a long time—had an Atari 800XL and I'd done a few games on that, and this is the first big project I've done on the IBM in a long time. I decided to do a Gold Digger game because of a spark of inspiration. I had read a book on ZBuffering and how they did the Doom engine, and I was like "Whoa! I could do this for a game and actually market it!"

**Game On! USA:** Are you using a Doom-type programming engine, or are you programming your own?

**Perry:** It's kind of a cross between the Doom engine and the Wolfenstein engine. What I plan to do is get around its limitations with art, and gameplay, and story. I want to make it extremely fun.

The four selectable characters are Gina, Brittany, and...well, this is a hard decision to come to, whether it will be Ryan or Seance, but I'm going to choose Seance because of her spell-casting ability. And Stryfe. And the

way Stryfe will be played is, he's kind of a stealth character...I've written Stryfe so that he is able to sneak around very well.

**Game On! USA:** Is it an original story?

**Perry:** Oh, yes! It's going to start in an ancient construction in Africa, erected in celebration of the four elementals: earth, fire, air and water. And when they get inside, they discover that the elemental planes are under attack by the chaos elementals. Depending on where they go first—earth, air, fire, water—that'll determine how the plot sets. The beginning, middle and end will all be different depending on where you go, and which character you choose.

**Game On! USA:** So it's a branching level tree; it's not just linear, like in Doom.

**Perry:** Yes. I've found that those are the most fun to replay. It's going to have to be extremely modular so that I can accomodate four characters and all their plots and at least three secret characters and all their plots.

**Game On! USA:** Do you know how many levels there are going to be?

**Perry:** Through all the threads I'm going to have 40 levels. It's not like there are 40 different combinations...You'll miss several levels to get to the end one time, but if you take different routes, or different combinations of routes, you might get to the special ones, and get to a special ending.

Another thing I don't want to miss out on is gameplay. I plan to have each of the characters—when you're fighting enemies—be as

different as their reactions. For example, as in the comic book Gina's got very powerful weapons, and she has shields, but the main problem will be her physical inabilities. Taking one route will be difficult because she has to do a lot of jumping, across chasms and stuff like that, which is really difficult. For Brittany, that'd be easy, but she has no projectile weapons.

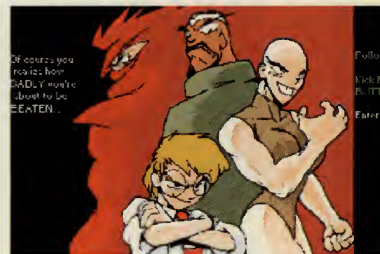
**Game On! USA:** So you're pretty much done with the engine, and now you're working on the levels?

**Perry:** That's right. What I want this to do is run reasonably fast on a 486-40 with 4 megs...All of the artwork is going to be mine, and I'm going to try to play to the extremes of the engine to make beautiful scenes. I'm going to shoot for this Christmas to have the whole thing ready but not tested.

**Game On! USA:** How are you going to distribute or publish it?

**Perry:** I like the shareware approach. That way I could actually have a copy in the book or market a copy. Shareware has really worked for a lot of people, especially the id guys and Apogee. It's not easy, but it's not as difficult or as risky as actually publishing it. I'm going to make it the best that I can. I think it will come out next year.

**Game On! USA:** Thanks! 





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upcoming

IN OUR NEXT ISSUE...

Two games from the creators of manga are spectacularly released in the States. Working Designs reveals the Saturn **Magic Knight Rayearth**, a RPG from the pen of hot manga team Studio Clamp and the programmers at GameWorks in Japan. Will the **Rayearth** TV show's upcoming U.S. release work like magic with the game? Meanwhile Sony prepares to release **Tobal No. 1**, the brainchild of RPG makers Square, renegade ex-Namco, ex-Sega development team Dream Factory, and **Dragon Ball Z** artist Akira Toriyama. **Game On! USA** looks at both—and adds more news pages, more pictures, more hints than ever before!



### Feature Presentation THE FIGHT OF YOUR DREAMS

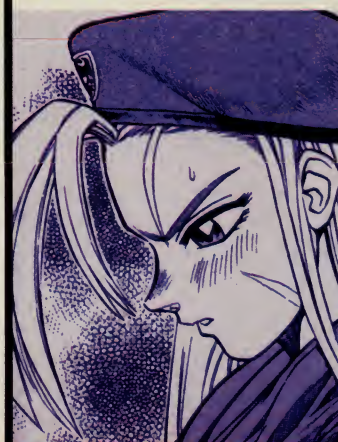
From **Dragon Ball** on TV to **Chrono Trigger** on game shelves, Akira Toriyama's American career is just beginning. Now he and Dream Factory, a new and talent-packed development team, have made **Tobal No. 1**—a game which combines 3D fighting with 3D adventure in a way you've never seen before! Listen in on an interview with Dream Factory founder Seiichi Ishii! See Toriyama's other games! And learn the fighting strategies for all eight characters of **Tobal No. 1**!



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